

Ultimate Onmyōdō

A collection of classes and
magic systems based on
traditional Japanese
occult druidism

Haiku • Petitions • Omamori
Shikigami • O-Fuda

Bradley Crouch





Table of Contents

The Onmyōji	1
Table: The Onmyōji	1
Shikigami	4
Table: The Shikigami	4
Table: Construct Bonus Hit Points by Size	5
Favored Class Bonuses	6
Onmyōji Archetypes	7
Grinning Fox (Archetype)	7
Herald of the Lucky God (Archetype)	7
Mokusei (Archetype)	9
Oathbearer (Archetype)	10
Table: The Oathbearer	11
Shubo-sha (Archetype)	13
Optional Ruleset: Shikigami Ascendant	14
Introduction and Ascendant Creation	14
Shikigami Ascendant	15
Table: The Shikigami Ascendant	16
Origami Folds	18
Warrior Poet	22
Table: The Warrior Poet	22
Sidebar: An Introduction to Cutting Words	23
Favored Class Bonuses	26
Warrior Poet Archetypes	27
Kigoist (Archetype)	27
Onmyōdō Feats	29
Shikigami Feats	34
Friendship Feats	35
Petitions Summary	36
Petitions List	38
Table: Militia of Spirits	46
Talismans Summary	49
Talismans List	52
The Poetry Book	60
Kireji List	60
Haiku Topics Summary	61
Haiku Topics List	63
Legal	67

Pathfinder and associated marks and logos are trademarks of Paizo Inc., and are used under license. See paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game.

Author

Bradley Crouch

Editor

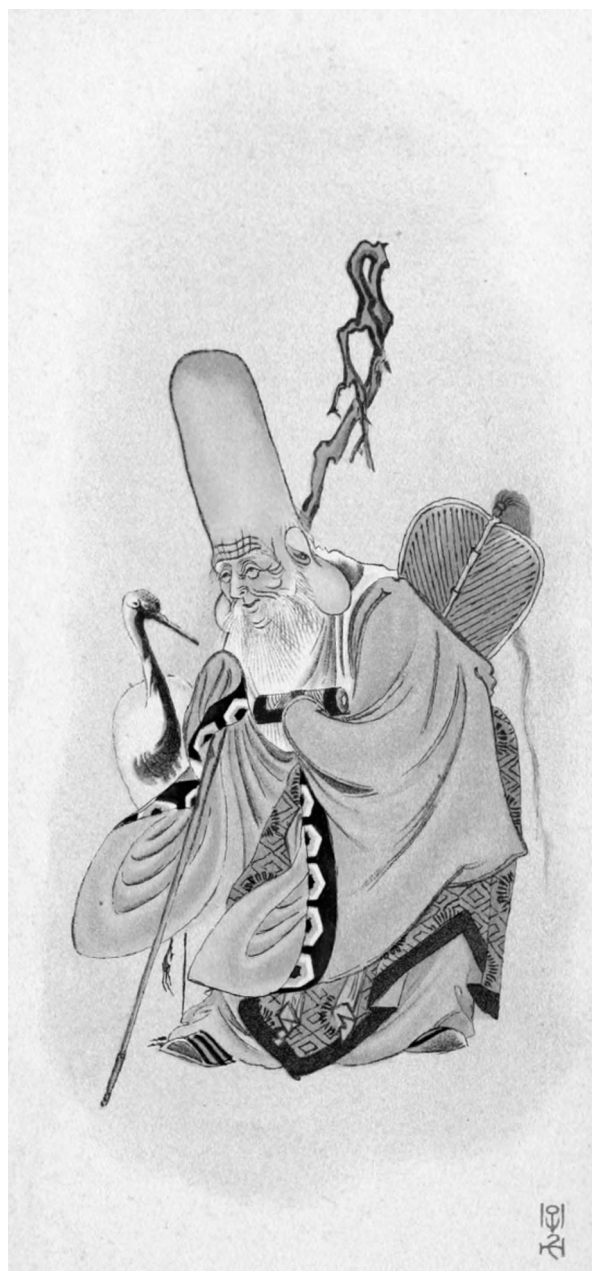
Bradley Crouch

Cover Artist

Vera Crouch

Character Artist

Miguel Santos



The Onmyōji

Onmyōdō can be best described as an occult tradition grounded in the natural world. To the onmyōji, practitioners of onmyōdō, the world is awash in spirits, some the souls of the ancestors, others spirits who tend to and guide the development of the natural world. Onmyōji are uniquely suited to act as an emissary to this world of spirits, taking their advice and applying it to the mortal world. This makes the onmyōji a powerful diviner, and having the favor of mighty spirits is itself a valuable asset when danger rears its ugly head.

Role: Through a personal bond with the spirits of the world, an onmyōji and his shikigami minion offer powerful area support through the use of special talismans, as well as the ability to petition for the aid of powerful spirits.

Alignment: Any.

Hit Die: d6

Starting Wealth: 2d6 x 10 gp (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

The onmyōji's class skills are Bluff (Cha), Craft (any) (Int), Diplomacy (Cha), Heal (Wis), Linguistics (Int), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Str), Sense Motive (Wis), Survival (Wis), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.



Table: The Onmyōji



Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spirit Pool Size	Prayers Known	Petitions Known
1st	+0	+0	+0	+2	Aid of the minor kami, lingering blessing, reach of the spirits, shikigami, spirit pool, talismans	Cha mod	2	0
2nd	+1	+0	+0	+3	Petition spirits	Cha mod	2	1
3rd	+1	+1	+1	+3	-	2 + Cha mod	3	1
4th	+2	+1	+1	+4	-	2 + Cha mod	3	2
5th	+2	+1	+1	+4	<i>Iron talismans</i>	2 + Cha mod	4	2
6th	+3	+2	+2	+5	-	4 + Cha mod	4	3
7th	+3	+2	+2	+5	<i>Spiritual beacon</i>	4 + Cha mod	5	3
8th	+4	+2	+2	+6	-	4 + Cha mod	5	4
9th	+4	+3	+3	+6	-	6 + Cha mod	6	4
10th	+5	+3	+3	+7	-	6 + Cha mod	6	5
11th	+5	+3	+3	+7	<i>Buffered talisman, spiritual beacon, greater</i>	6 + Cha mod	7	5
12th	+6/+1	+4	+4	+8	-	8 + Cha mod	7	6
13th	+6/+1	+4	+4	+8	<i>Lingering blessing, mass</i>	8 + Cha mod	8	6
14th	+7/+2	+4	+4	+9	-	8 + Cha mod	8	7
15th	+7/+2	+5	+5	+9	-	10 + Cha mod	9	7
16th	+8/+3	+5	+5	+10	-	10 + Cha mod	9	8
17th	+8/+3	+5	+5	+10	<i>Spiritual talisman</i>	10 + Cha mod	10	8
18th	+9/+4	+6	+6	+11	-	12 + Cha mod	10	9
19th	+9/+4	+6	+6	+11	-	12 + Cha mod	11	9
20th	+10/+5	+6	+6	+12	<i>O-fudamori</i>	12 + Cha mod	11	10



The following are all class features of the onmyōji.

Weapon Proficiency: The onmyōji is proficient with all simple weapons, the kukri, the double chicken saber, the tonfa, the monk's spade, and the naginata.

Armor and Shield Proficiency: Onmyōji are not proficient with any kind of armor, but are proficient with shields, but not tower shields. If wearing armor or using a shield with which he is not proficient, the spirit point cost of the onmyōji's petitions increases by +1 and the duration of his talismans is reduced by half.

Aid of the Minor Kami (Sp): Just as an onmyōji is the spirit world's envoy to the realm of mortals, the onmyōji uses his shikigami's connections with the minor spirits of the spirit world to receive their aid without the need to petition them formally. Each morning when he replenishes his spirit pool, the onmyōji selects two wizard cantrips and two cleric orisons. He retains knowledge of the chosen spells until the next time he uses this ability, at which point he promptly forgets them before choosing a new set of orisons and cantrips. If the onmyōji is within 20 feet of his shikigami, he may cast any of the chosen spells at will with a caster level equal to his onmyōji level and Wisdom as his key ability.

The range of this ability will scale with the Hit Dice of the shikigami, much like the "connection" abilities on the pet itself.

Shikigami

An onmyōji begins play with a shikigami, a kami that has been bound to his service that resides in an origami paper vessel. Full details for the onmyōji's shikigami are found in **Section: Shikigami**.

If a shikigami is dismissed, lost, or dies, it can be replaced 1 week later through a specialized ritual that costs 200 gp per onmyōji level. The ritual takes 8 hours to complete.

Spirit Pool (Su): At 1st level, an onmyōji gains a pool of spirit points, a measure of his ability to petition the spirit realm for aid. The number of points in an onmyōji's spirit pool is equal to his Charisma modifier, plus an additional 2 for every three onmyōji levels he possesses.

The spirit pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

By spending 1 point from his spirit pool, an onmyōji can do one of the following:

Reach of the Spirits: As a swift action, the onmyōji may increase his reach by 5 feet per onmyōji level for the purpose of placing talismans. This effect lasts for 1 round.

Lingering Blessing: As a swift action, the onmyōji may increase the remaining duration of a single talisman within 60 feet by 5 rounds. There is no limit to how high the remaining duration of a talisman can go in this fashion.

Iron Talismans: As a swift action, the onmyōji may increase the hardness of all active talismans within 60 feet by an amount equal to his Wisdom modifier. This is an enhancement bonus. This effect lasts for 1 round. An onmyōji must be at least 5th level to use this ability.

Spiritual Beacon: As a swift action, the onmyōji may increase the radius of a single o-fuda talisman within 60 feet by 5 feet. This is an enhancement bonus. This effect lasts for the duration of the talisman. An onmyōji must be at least 7th level to use this ability.

If the onmyōji is at least 14th level, he may increase the radius of two o-fuda talismans within 60 feet instead.

Buffered Talisman: As an immediate action, the onmyōji may grant a single active talisman temporary hit points equal to three times his Wisdom modifier. This effect lasts for the duration of the talisman. An onmyōji must be at least 11th level to use this ability.

By spending 2 points from his spirit pool, an onmyōji can do one of the following:

Spiritual Beacon, Greater: As a swift action, the onmyōji may increase the radius of a single o-fuda talisman within 60 feet by 10 feet. This is an enhancement bonus. This effect lasts for the duration of the talisman. An onmyōji must be at least 11th level to use this ability.

If the onmyōji is at least 16th level, he may increase the radius of two o-fuda talismans within 60 feet instead.

Lingering Blessing, Mass: As a swift action, the onmyōji may increase the remaining duration of all active talismans within 60 feet by 5 rounds. There is no limit to how high the remaining duration of a talisman can go in this fashion. An onmyōji must be at least 13th level to use this ability.

Spiritual Talisman: As a swift action, the next talisman the onmyōji places this round does not deduct from his daily uses of the talismans class feature. An onmyōji must be at least 17th level to use this ability.

O-fudamori: When placing an o-fuda talisman, the onmyōji may treat it as an omamori talisman for the purpose of its prayer. In all other respects, it is still an o-fuda talisman. In essence, this means that the onmyōji's o-fudamori talisman has the area of effect of an o-fuda and the raw power of an omamori.

This ability can only be used if the o-fuda's prayer is compatible with both o-fuda and omamori talismans. An onmyōji must be at least 20th level to use this ability.



Talismans (Su)

Onmyōji are known for their connection with the spirits that populate the world, and one of the most iconic interactions between these two parties is the manufacture of talismans fueled by the supernatural power of the spirit world. Talismans are small tokens, usually made of cloth, paper, or wood, that have been decorated with glyphs showing the provenance of their source of power, and then filled with one or more prayers that give that power direction.

An onmyōji begins play with two prayers for which he meets all of the prerequisites. (See **Section: Talisman List**) At 3rd level and every two onmyōji levels thereafter, he gains an additional prayer for which he meets all of the prerequisites.

Talismans come in two flavors: o-fuda and omamori.

When placing a talisman (see the individual listings for o-fuda and omamori talismans), the onmyōji selects a single prayer that he knows that is compatible with the chosen type of talisman. Most prayers are compatible with both types of talisman; however, some prayers have effects that really only work in an area-of-effect or single-target manner, thus necessitating compatibility with only one type of talisman. For its duration, the talisman elicits the chosen prayer's effect.

To place a talisman, an onmyōji must have one hand free and a Wisdom score equal to at least $10 + \frac{1}{2}$ the minimum level of the prayer added to the talisman. The onmyōji has a petitioner level equal to his onmyōji level for the purpose of determining the magnitude of effect of a talisman he places. Each day, an onmyōji can place a number of talismans equal to his onmyōji level + his Wisdom modifier.

Both o-fuda and omamori talismans never allow saving throws. A talisman of any kind has hardness equal to the onmyōji's Wisdom modifier and hit points equal to three times the onmyōji's class level. Melee attacks made against an o-fuda talisman are automatically successful, while melee attacks made against an omamori talisman are automatically successful if the subject of the talisman is willing to have its talisman struck; otherwise, the attack is made against an AC of the touch AC of the subject +2. Ranged attacks are made against an AC of 9 if the target is an o-fuda talisman or an omamori talisman worn by a willing subject, or made against an AC of the touch AC of the subject +2 if the subject is unwilling.

O-fuda talismans take damage from area of effect abilities, such as the *fireball* spell, as normal, and automatically fail their saving throws against such effects, while omamori talismans only take damage from area of effect abilities if the subject either rolls a natural "1" on his saving throw or intentionally fails its saving throw.

If a talisman is reduced to 0 hit points, it is destroyed and its effects end immediately; otherwise, a talisman has a duration of 3 rounds + 1 round per onmyōji level.

O-fuda: O-fuda talismans were originally designed to ward entire households at once, keeping out evil spirits and bad luck, or promoting fortune and cheer within its boundaries. Taken out of its traditional home and made a tool for the adventuring onmyōji, o-fuda talismans are the gold standard for area warding. When an o-fuda talisman is placed on a solid surface in an unoccupied 5-foot square within reach, a standard action, it affects a 10-foot radius centered on the talisman. Once placed, an o-fuda becomes affixed to that surface and cannot be moved unless it is destroyed or its duration ends.

Omamori: Omamori talismans were originally designed for personal protection, and this translates well to the adventuring profession. When an omamori talisman is placed on a creature occupying a square within reach, a standard action, it affects just that creature. If the creature is not a willing recipient, then the onmyōji must make a melee touch attack. If successful, the talisman is affixed to the subject and cannot be removed unless it is destroyed or its duration ends. A failed melee touch attack provokes attacks of opportunity, but does not consume a daily talisman use.



Petition Spirits (Su): An onmyōji enjoys a solid rapport with the spirit world. The various kami know the onmyōji's name, and many are willing to render assistance when asked respectfully and with appropriate ritual. At 2nd level and every two onmyōji levels thereafter, the onmyōji selects one petition for which he meets all the prerequisites. Unless stated otherwise, an onmyōji cannot select an individual petition more than once.

To use a petition, an onmyōji must have a Charisma score equal to at least $10 + \frac{1}{2}$ minimum level of that petition. For the purpose of his petitions, an onmyōji has a petitioner level equal to his onmyōji level.

The Difficulty Class (DC) for a saving throw against an onmyōji's petition is $10 + \frac{1}{2}$ the onmyōji's class level + the onmyōji's Charisma modifier.



Shikigami

A shikigami is a kami, usually summoned by and bound to an onmyōji, inhabiting lavishly-folded origami paper as an anchor to the physical world. Though a spirit, a shikigami's paper vessel is what allows it to interact with the world at large. As a result, it is considered to be a Construct for the purpose of effects that depend on its type. A shikigami's Hit Dice, base attack bonus, and base save bonuses are dependent upon its master's onmyōji level, and the progression of these quantities as it relates to its master's onmyōji level is given on **Table: The Shikigami**.

A shikigami is a Tiny Construct with a Strength score of 6, a Dexterity score as listed on the table below, no Constitution score, and a score of 10 in Intelligence, Wisdom, and Charisma. It has a base land speed of 20 feet, a fly speed of 30 feet with perfect maneuverability, and a natural slam attack. A Shikigami speaks all languages its master speaks, with a voice like an echo on the wind. A shikigami cannot also function as a familiar.

Levels of different classes that are entitled to shikigamis stack for the purpose of determining any shikigami abilities that depend on the master's level.

If a shikigami is dismissed, lost, or dies, it can be replaced 1 week later through a specialized ritual that costs 100 gp per onmyōji level. The ritual takes 8 hours to complete.



Table: The Shikigami



Master's Class Level	HD	BAB	Fort Save	Reflex Save	Will Save	Skills	Feats	Dex	Special
1st	1	+1	+0	+0	+0	2	1	14	Linked endurance, origami form, share talismans, speak with master, spirit pool
2nd	1	+1	+0	+0	+0	2	1	14	Powerful bond
3rd	2	+2	+0	+0	+0	4	1	14	-
4th	2	+2	+0	+0	+0	4	1	14	-
5th	3	+3	+1	+1	+1	6	2	14	Improved evasion
6th	3	+3	+1	+1	+1	6	2	14	-
7th	4	+4	+1	+1	+1	8	2	15	-
8th	4	+4	+1	+1	+1	8	2	15	-
9th	5	+5	+1	+1	+1	10	3	15	Bulky spirit - +1
10th	5	+5	+1	+1	+1	10	3	15	-
11th	6	+6	+2	+2	+2	12	3	15	-
12th	6	+6	+2	+2	+2	12	3	15	-
13th	7	+7	+2	+2	+2	14	4	15	-
14th	7	+7	+2	+2	+2	14	4	15	-
15th	8	+8	+2	+2	+2	16	4	16	Bulky spirit - +2
16th	8	+8	+2	+2	+2	16	4	16	-
17th	9	+9	+3	+3	+3	18	5	16	-
18th	9	+9	+3	+3	+3	18	5	16	-
19th	10	+10	+3	+3	+3	20	5	16	-
20th	10	+10	+3	+3	+3	20	5	16	-

Master's Class Level: This is the character's onmyōji level.

HD: This is the total number of 10-sided (d10) Hit Dice the shikigami possesses. As a shikigami is a Construct, it does not gain a Constitution modifier.

BAB: This is the shikigami's base attack bonus. A shikigami's base attack bonus is equal to its Hit Dice. Shikigami do not gain additional attacks using their natural weapons for a high base attack bonus.

Fort Save: This is the shikigami's base Fortitude saving throw modifier.

Reflex Save: This is the shikigami's base Reflex saving throw modifier.

Will Save: This is the shikigami's base Will saving throw modifier.

Skills: This lists the shikigami's total skill ranks. A shikigami can assign skill ranks to any skill, but it may not have the necessary appendages to use some skills. A shikigami receives a number of skill ranks equal to 2 + its Intelligence modifier per HD. A shikigami cannot have more ranks in a skill than it has Hit Dice. Shikigami skill ranks are set once chosen, but can be reassigned if a shikigami is lost or dismissed and a new one is bound to the onmyōji.

The shikigami's class skills are Escape Artist (Dex), Fly (Dex), Knowledge (nature) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), and Stealth (Dex).

Feats: This is the total number of feats possessed by a shikigami. Shikigami can select any feat that they qualify for, but they must possess the appropriate appendages to use some feats. Shikigami feats are set once chosen, but can be reassigned if a shikigami is lost or dismissed and a new one is bound to the onmyōji.

Dex: This is the shikigami's Dexterity score.

Special: This includes a number of abilities gained by all shikigami as they increase in power. Each of these bonuses is described below.

Linked Endurance (Su): If within 20 feet of its master, a shikigami gains hardness equal to its master's Wisdom modifier.

Origami Form (Ex): A shikigami is held in an origami shell that is made to look like a type of familiar. A shikigami can be made to look like any kind of familiar, but is always Tiny regardless of the size of the thing it is made to look like. If within 20 feet of its master, a shikigami grants its master the same bonus a wizard gets for having a familiar of that type. In addition, the shikigami has the natural attacks of the creature into whose shape it is folded.

Share Talismans (Su): If within 20 feet of its master, a shikigami may place talismans, using any prayer that its master knows. Talismans placed in this fashion deduct from the onmyōji's daily allotment. Further, their duration is based on the shikigami's Hit Dice rather than the onmyōji's class level; all other effects are based on the onmyōji's class level.

Speak with Master (Ex): A shikigami and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Spirit Pool (Su): Itself a spiritual being, a shikigami has a pool of spirit points, a measure of its ability to influence the world in strange and miraculous ways. The number of points in a shikigami's spirit pool is equal to the number of Hit Dice it possesses.

A shikigami may use any spirit pool ability, such as *iron talismans*, that its master knows, but can only affect talismans it has placed itself. It may also cast any petition its master knows with a petitioner level equal to its Hit Dice.

The shikigami's spirit pool is replenished whenever its master's spirit pool is replenished.

Powerful Bond (Ex): If the master is 2nd level or higher, the range of the shikigami's linked endurance, origami form, and share talisman abilities, as well as its master's aid of the minor kami class feature, increases by +5 feet for every Hit Die the shikigami possesses beyond the first.

Improved Evasion (Ex): If the master is 5th level or higher, when subjected to an attack that normally allows a Reflex saving throw for half damage, a shikigami takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Bulky Spirit (Ex): If the master is 9th level or higher, treat the shikigami as though it were one size category larger for the purpose of bonus hit points granted to a construct based on its size. If the master is 15th level or higher, treat the shikigami as though it were two size categories larger instead.

Table: Construct Bonus Hit Points by Size

Construct Size	Bonus Hit Points
Small	10
Medium	20
Large	30
Huge	40
Gargantuan	60
Colossal	80



Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever they gain a level in a Favored Class, some races have the option of choosing from a number of other bonuses, depending upon their Favored Classes. The following options are available to the listed race who have onmyōji as their Favored Class, and unless otherwise stated, the bonus applies each time you select the listed Favored Class reward.

Aasimar – Add +1/3 of a round to the duration added to talismans by the lingering blessing and lingering blessing, mass spirit pool abilities.

Drow – Add +1/3 to the size of the onmyōji's spirit pool.

Dwarf – Add +1/2 to the shikigami's hardness.

Elf – The onmyōji's shikigami adds +1/6 of a bonus feat. It must meet all of the prerequisites of this bonus feat. If the shikigami is lost, destroyed, or dismissed, its replacement gains this benefit.

Goblin – Whenever the subject of a single-target petition you cast critically fails its saving throw against that petition, the petition deals an additional +1 damage to the subject. The damage type of this additional damage is the same damage type as that dealt by the petition normally.

Gnome – Every 5 times this bonus is selected, choose a petition. Whenever the onmyōji casts the chosen petition, if his shikigami is within 60 feet, he heals the shikigami for points of damage equal to his Charisma modifier.

Half-elf – Add +1/6 of a bonus feat. The onmyōji must meet all of the prerequisites of this bonus feat.

Halfling – Add +1/5 to initiative checks when within arm's reach of the shikigami.

Half-orc – Every 3 times this bonus is selected, successfully placing an omamori on an unwilling creature deals 1 point of bleed damage. This damage stacks with other bleed effects.

Hobgoblin – Add +2 to the hit points of talismans placed by the onmyōji.

Human – Every 7 times this bonus is selected, add +5 feet to the radius of effect of the onmyōji's o-fuda talismans.

Kitsune – Add +1/2 of a round to the duration of any talisman that changes any quantity from one type to another, such as a talisman that transforms all energy damage dealt to or by the subject to fire damage.

Kobold – Add +1/3 to the number of talismans the onmyōji can place daily.

Orc – Every 3 times this bonus is selected, successfully placing an omamori on an unwilling creature deals 1 point of bleed damage. This damage stacks with other bleed effects.

Puddling – Add +1/6 to both the size of the onmyōji's spirit pool and the number of talismans he can place daily.

Tiefling – Creatures who damage a talisman under the effects of the *iron talismans* spirit pool ability in melee take damage equal to half the number of times this favored class bonus has been selected.



Onmyōji Archetypes

It is said that there are as many ways to connect to nature as there are onmyōji to do the connecting. Of course, some approaches are more novel than others.

Grinning Fox (Archetype)

Just as no two kami are alike, the personalities of their onmyōji are legion. Those who find a certain affinity for being tricksters tend to gravitate toward the magic of the kitsune rather than bind a shikigami to their service, and, as a result, require no connection with a servant to tap into the magic of the spirit world. Those lesser kami who aren't fond of being trapped in a paper shell are profoundly grateful whenever this is the case.

Grinning foxes have the following class features:

Kitsune Magic (Sp): Each morning when he replenishes his spirit pool, a grinning fox of 1st level or higher selects one wizard cantrip and one cleric orison. He retains knowledge of the chosen spells until the next time he uses this ability, at which point he promptly forgets them before choosing a new set of orisons and cantrips. The grinning fox may cast any of the chosen spells at will with a caster level equal to his grinning fox level and Charisma as his key ability.

This ability replaces aid of the minor kami.

Kitsune Tail (Sp): At 1st level, a grinning fox grows a kitsune's tail, granting him the ability to cast *lesser confusion* as a spell-like ability twice per day. His caster level is equal to his grinning fox level, and he uses Charisma as his key ability.

In addition, the grinning fox is treated as a kitsune for the purpose of meeting the racial prerequisite of the Magical Tail feat.

Spirit Pool (Su): At 1st level, a grinning fox gains a pool of spirit points, a measure of his ability to petition the spirit realm for aid. The number of points in a grinning fox's spirit pool is equal to his grinning fox level + his Charisma modifier.

A grinning fox's spirit pool abilities remain unchanged.

The spirit pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

This ability modifies spirit pool.

Magical Tail (Ex): At 2nd level and every two grinning fox levels thereafter, the grinning fox gains the Magical Tail feat as a bonus feat. If he has already gained this feat eight times, choose one of the spell-like abilities granted by the Magical Tail feat instead. The grinning fox may cast the chosen spell-like ability an additional time per day.

This ability replaces shikigami.

Herald of the Lucky God (Archetype)

While the Seven Lucky Gods get along quite well, they have a special place in their hearts for those mortals who choose one of them above the others. This creates a bit of a friendly rivalry, and though a mortal who dedicates himself to one of the Seven finds himself without the gifts of the other six, it's not like it's anything personal. It just makes the game more interesting for the deities.

Heralds of the lucky god have the following class features:

Friends in Lucky Places

At 1st level, a herald of the lucky god chooses one of the Seven Lucky Gods to worship above the others. The chosen Lucky God is treated as a close friend and ally. Once made, this decision cannot be changed.

Benzaiten - The only woman among the Seven Lucky Gods, Benzaiten is an accomplished singer who has dominion over all that flows, be it water, music, or knowledge itself.

Bishamonten - Bishamonten, warrior of the Seven Lucky Gods, is said to be as temperamental as he is serious about punishing evildoers, and acts as sentinel for places of worship.

Daikokuten - Wielder of the magic wishing mallet, which can make anything he desires appear out of thin air with a single swing, Daikokuten's sphere of influence is firmly rooted in commerce and success.

Ebisu - Ebisu was initially born as a torso without a skeleton. Fighting against his situation, he eventually grew his sea legs (as well as the rest of what he was missing), and went on to become the fisherman of the Seven Lucky Gods. Though still somewhat infirm, he goes through life with a smile and can wrestle any fish to the shore.

Fukorokuju - Wisest of the Seven Lucky Gods, Fukorokuju carries a book containing the expected lifespan of all upon the earth and is the only one among his peers who can return the dead to life.

Hotei - Fat and always smiling, Hotei embodies contentment itself. As he has want for nothing, it is said that rubbing his belly brings good luck and fortune.

Jurōjin - The grandson of Fukorokuju, dwarf-like Jurōjin struggles to differentiate himself from his grandfather. He, too, knows the lifespan of all men, but cannot raise the dead. Among the Seven Lucky Gods, it is Jurōjin who has no true independent following, but generally receives worship only as a member of the pantheon.



Lucky God's Petition

Whenever a herald of the lucky god gains a class level, if he meets the prerequisites for the petition associated with his chosen Lucky God, then he gains it as a bonus petition. The herald of the lucky god can never learn any of the petitions associated with the other Lucky Gods.

Benzaiten - song of benzaiten

Bishamonten - bishamonten's fury

Daikokuten - bounty of the magic mallet

Ebisu - ebisu's catch

Fukorokuju - fukorokuju's call

Hotei - contentment of hotei

Jurōjin - longevity of jurōjin

Friendship Feat

Whenever a herald of the lucky god gains a class level, if he meets the prerequisites for the friendship feat associated with his chosen Lucky God, then he gains it as a bonus feat.

Benzaiten - Friend of Benzaiten

Bishamonten - Friend of Bishamonten

Daikokuten - Friend of Daikokuten

Ebisu - Friend of Ebisu

Fukorokuju - Friend of Fukorokuju

Hotei - Friend of Hotei

Jurōjin - Friend of Jurojin

This ability replaces aid of the minor kami.

Lucky God's Cantrip: At 3rd level, the herald of the lucky god gains an ability associated with his chosen Lucky God.

Benzaiten - *All That Flows (Ex)* - The herald of the lucky god can make Knowledge checks untrained, and treats all Knowledge skills as though they were class skills.

Bishamonten - *Wrath of the Sentinel (Ex)* - Whenever the herald of the lucky god readies an action, but does not take that action, he gains a +2 insight bonus to attack rolls and AC on the following round.

Daikokuten - *Hammerspace (Su)* - The herald of the lucky god gains access to a tiny pocket of hammerspace. As a standard action, he may cause a single item held in his hands weighing no more than 5 pounds to vanish into thin air, only to recall it back into one of his empty hands as a standard action at a later time. The herald of the lucky god can only store a single item in this manner at any one time.

Ebisu - *Sea Legs (Ex)* - The herald of the lucky god treats terrain that is difficult due to water, such as wetlands, as though it were not difficult terrain. In addition, he gains a +4 luck bonus to Survival checks made to catch food sourced from a body of water.

Fukorokuju - *Frequent Dier (Su)* - Whenever the herald of the lucky god is raised from the dead, his pockets become filled with pieces of gold equivalent to 10% of the material components cost of the spell that returned him to life, if any.

Hotei - *Always Content (Su)* - The herald of the lucky god needs only sleep 2 hours per day to gain the benefit of 8 hours of sleep. This allows a spellcaster that requires rest to prepare spells to do so after only 2 hours, but this does not allow a spellcaster to prepare spells more than once per day.

Jurōjin - *Lingering Youth (Ex)* - The herald of the lucky god ignores the physical ability score penalties for being middle-aged. In addition, all sources of magical healing heal the herald of an additional hit point of damage.



The Seven Lucky Gods

(from left to right)

Daikokuten, Bishamonten, Ebisu, Fukorokuju, Hotei, Benzaiten, and lastly (as usual) Jurōjin

Mokusei (Archetype)

Literally “wooden”, the jury is out on whether the sect of onmyōji known as mokusei are considered priests, mokusei no shisai, or jailers, mokusei no keimusho. Unique among the practitioners of onmyōdō, the mokusei do not bind shikigami to articulated bodies of origami paper, but rather to staves of straight wood whose form the bound spirits cannot easily manipulate. Some view this stance as cruel, while others simply see it as a splinter cult insisting on wood rather than the void as the fifth element.

Mokusei have the following class features:

Starting Wealth: A mokusei begins play with a quarterstaff in addition to the standard starting wealth made available to all onmyōji.

Aid of the Minor Kami (Sp): Just as a mokusei is the spirit world's envoy to the realm of mortals, the mokusei uses his shikigami's connections with the minor spirits of the spirit world without the need to petition them formally. After all, the other minor spirits don't want to end up like the mokusei's servitor! Each morning when he replenishes his spirit pool, the mokusei selects two wizard cantrips and two cleric orisons. He retains knowledge of the chosen spells until the next time he uses this ability, at which point he promptly forgets them before choosing a new set of cantrips and orisons. While wielding his mokugami (see bound shikigami, below), he may cast any of the chosen spells at will with a caster level equal to his mokusei level and Charisma as his key ability.

This ability modifies aid of the minor kami.



Bound Shikigami (Su): At 1st level, a mokusei binds a conjured servitor spirit, or shikigami, to a quarterstaff rather than to origami paper. The staff to which the shikigami is bound is known as a mokugami and has the following abilities.

If a mokugami is destroyed, lost, or dismissed, it can be replaced 1 week later through a specialized ritual that requires a mundane quarterstaff and costs 100 gp per mokusei level. The ritual takes 8 hours to complete.

Spirit Pool (Su): All mokugami have a spirit pool with a size equal to half its master's mokusei level, rounded up. While wielding the mokugami, the mokusei may expend points from the mokugami's spirit pool as though it were his own. The mokugami's spirit pool replenishes itself whenever the mokusei replenishes his own spirit pool.

Laying Down Roots (Su): Bound shikigami tend to treat the vessels into which they are interred as though they were gardens in need of cleaning and improvement. As a result, if the master is at least 2nd level, a mokugami is treated as a masterwork weapon, even if it was not a masterwork weapon before a shikigami was bound to it. If the master is 6th level or higher, the mokugami gains a +1 enhancement bonus, increasing by +1 every three mokusei levels thereafter, to a maximum of a +5 enhancement bonus at 18th level.

Regrowth (Su): If the master is at least 3rd level, he may grant both himself and the mokugami fast healing 1 for 1 minute as a free action. This ability may be used a number of times per day equal to the master's mokusei level, and may only be used while wielding the mokugami. If the mokusei relinquishes his hold on the mokugami while receiving fast healing in this manner, the effect ends immediately.

Green Shoots (Sp): If the master is 5th level or higher, the mokugami grows a green shoot each morning when the mokusei replenishes his spirit pool. For every three levels the mokusei possesses beyond 5th, the mokugami grows an additional green shoot, to a maximum of five green shoots at 17th level.

The mokusei chooses a petition with a base spirit point cost of 1 for each green shoot the mokugami produces. Once the petition is chosen, that shoot spontaneously breaks off of the mokugami at large. Treat each broken-off green shoot as a wand of the chosen petition containing a single charge. For the purpose of interacting with other magic, as well as setting the green shoot's save DC, it is considered to be a wand of a 3rd-level spell (DC 14, CL 5th). All divine spellcasters treat green shoots as though the contained petition were a spell on their spell lists for the purpose of being allowed to make a caster level check rather than a Use Magic Device check in an attempt to activate the green shoot, while creatures with the ability to cast the contained petition outright need not make a check to use one. Whenever the mokugami produces new green shoots, all previous green shoots rot and turn to useless sawdust.

Rapid Aid: Direct physical contact between mokusei and mokugami helps to improve the reaction time of the minor kami. If the master is at least 7th level, he may apply the benefits of the Quicken Spell metamagic feat to a casting of one of the cantrips or orisons learned via the aid of the minor kami class feature at no cost to himself. This ability may be used once per minute.

Greenest Shoot (Sp): If the master is 20th level, the mokugami grows a greenest shoot each morning when the mokusei replenishes his spirit pool. A greenest shoot follows all of the rules for a green shoot, save that the chosen petition may have a base spirit point cost of up to 4 and that it is considered to be a wand of a 7th-level spell (DC 20, CL 13th).

This ability replaces shikigami and the o-fudamori portion of spirit pool.



Oathbearer (Archetype)

Where onmyōdō has taken root, there are tales of ancient protectors who guide a family through its trials and tribulations. While, sometimes, these protectors are powerful kami who have taken a liking to a particular line of mortals, they can also be onmyōji who have sworn an eternal oath to do the same. After sufficient generations pass, it can be hard to tell which protector is a spirit, and which protector was once a man.

Oathbearers have the following class features:



Eternal Oath (Su): Before taking levels in the oathbearer archetype, an oathbearer-to-be must choose a willing creature to be his "ward". An oathbearer's ward cannot be a member of his direct lineage (mother, grandmother, brother, son, etc.), or a first cousin, though kin that are further removed may be chosen to be the ward. An oathbearer's solemn duty is to see to the protection and wellbeing of his ward. This is a permanent decision, and, barring the intervention of the gods themselves, there is no way for an oathbearer to change his ward unilaterally.

So long as an oathbearer's ward lives, he gains the following benefits:

- Starting at 1st level, the oathbearer's maximum age before dying of old age increases by 25% of his maximum lifespan, or a minimum of 25 years.
- Starting at 8th level, the oathbearer cannot die of old age, though he advances in age category as normal for members of his race and takes the appropriate bonuses and penalties for doing so.
- Starting at 15th level, the oathbearer treats any of his ward's children as though they were also his wards. To this end, even if his original ward dies, so long as part of the original ward's lineage continues, the oathbearer will continue to cling to the earth as an eternal defender of that line.

The oathbearer's ward selected through the use of the eternal oath class feature (as opposed to the temporary wards created by the protector-on-contract and protector of all class features) gains the following ability:

Transfer Oath (Su): Though the oathbearer does not have the power to sever the bond created by his eternal oath, his ward does. With the oathbearer's consent, and with another party present who has consented to become the oathbearer's new ward, the ward may release his oathbearer from service, whereupon the oathbearer immediately becomes the guardian of his new ward.

For this process to reach completion, the oathbearer, ward, and ward-to-be must partake in an uninterrupted, hour-long ritual together. The ritual requires vast quantities of expensive material components, such as exotic incenses, a gemstone to represent the passing of the oathbearer's oath, powdered silver, and sacramental wine or liquor. The cost of these material components is equal to 25 gp per character level of each of the three participants in this ritual. For example, if a 10th-level oathbearer, a 6th-level ward, and a prospective 8th-level ward conduct this ritual, it will cost 250 gp for the oathbearer, 150 gp for the ward, and 200 gp for the prospective ward, for a total of 600 gp. It is customary for the individual receiving the oathbearer's services to pay for this ritual, though circumstances may require financing from a nontraditional source.

If the oathbearer is at least 15th level, he must also meet one of the following criteria in order to transfer his oath.

- The oathbearer has the express consent of the ward to whom he originally pledged himself; or
- If the original ward is dead, the oathbearer has the express consent of the original ward's eldest living child; or
- If the original ward's children are all dead, the oathbearer may obtain the express consent of the eldest child of the original ward's children (and so on and so forth if multiple generations are totally dead); or
- The oathbearer has the express consent of over half of his original ward's surviving direct descendants.

In any case, one ward from the family line must be present to partake in the ritual and transfer the oathbearer's service.

An oathbearer cannot transfer his oath more than once per decade. The single exception to this rule is cases in which the ward, who must be the original ward or the eldest child from the oldest surviving generation, as detailed above, is about to die from causes beyond the oathbearer's control, such as old age or a terminal illness. This specific individual must be the ward to partake in the ritual to bypass the once-a-decade transfer limit. Simply grabbing a random family member who is about to die and press-ganging that individual into the ritual does not work.

This ability replaces shikigami.



Mighty Spirit (Ex): At 1st level, 2nd level, and every three levels thereafter, the size of the oathbearer's spirit pool increases by +1, for a total of a +8 increase to the size of his spirit pool at 20th level.

Oath Manifest (Sp): Each morning when he replenishes his spirit pool, the oathbearer selects two wizard cantrips and two cleric orisons. He retains knowledge of the chosen spells until the next time he uses this ability, at which point he promptly forgets them before choosing a new set of orisons and cantrips. If the oathbearer is within 60 feet of one of his wards, he may cast any of the chosen spells at will with a caster level equal to his oathbearer level and Wisdom as his key ability.

This ability replaces aid of the minor kami.

Protector's Spirit (Su): Starting at 2nd level, the oathbearer gains a protector pool, a measure of his ability to pass on his own powers in order his wards. This simultaneously allows his wards to protect themselves while also ensuring that they are incentivized to stay close. As the worst part of the job usually ends up being running after an excited youngling one-thirtieth his age, many oathbearers are elated to have proximity clauses written right into the standard eternal oath.



Table: The Oathbearer



Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spirit Pool Size	Prayers Known	Petitions Known
1st	+0	+0	+0	+2	Eternal oath, <i>lingering blessing</i> , mighty spirit, oath manifest, <i>reach of the spirits</i> , spirit pool, talismans	1 + Cha mod	2	0
2nd	+1	+0	+0	+3	Petition spirits, protector's spirit	2 + Cha mod	2	1
3rd	+1	+1	+1	+3	-	4 + Cha mod	3	1
4th	+2	+1	+1	+4	Protector-on-contract	4 + Cha mod	3	2
5th	+2	+1	+1	+4	<i>Iron talismans</i> , protector's guarantee—1	5 + Cha mod	4	2
6th	+3	+2	+2	+5	Protector's boon	7 + Cha mod	4	3
7th	+3	+2	+2	+5	<i>Spiritual beacon</i>	7 + Cha mod	5	3
8th	+4	+2	+2	+6	Bear burdens	8 + Cha mod	5	4
9th	+4	+3	+3	+6	-	10 + Cha mod	6	4
10th	+5	+3	+3	+7	<i>Gādian-fū</i> , protector's guarantee—2	10 + Cha mod	6	5
11th	+5	+3	+3	+7	<i>Buffered talisman</i> , <i>spiritual beacon</i> , <i>greater</i>	11 + Cha mod	7	5
12th	+6/+1	+4	+4	+8	Bear burdens	13 + Cha mod	7	6
13th	+6/+1	+4	+4	+8	<i>Lingering blessing</i> , <i>mass</i>	13 + Cha mod	8	6
14th	+7/+2	+4	+4	+9	Protector of all—1/day	14 + Cha mod	8	7
15th	+7/+2	+5	+5	+9	Protector's guarantee—3	16 + Cha mod	9	7
16th	+8/+3	+5	+5	+10	-	16 + Cha mod	9	8
17th	+8/+3	+5	+5	+10	<i>Spiritual talisman</i>	17 + Cha mod	10	8
18th	+9/+4	+6	+6	+11	Protector of all—2/day	19 + Cha mod	10	9
19th	+9/+4	+6	+6	+11	-	19 + Cha mod	11	9
20th	+10/+5	+6	+6	+12	Protector's guarantee—4, ultimate sacrifice	20 + Cha mod	11	10



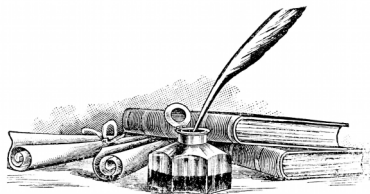
Whenever the oathbearer replenishes his spirit pool for the day, he may expend any number of spirit points not to exceed his Wisdom modifier. For each spirit point spent in this manner, he gains 1 protector point. So long as he has at least 1 protector point, any ward within 60 feet of the oathbearer may cast petitions with a petitioner level equal to the lesser of one-half the oathbearer's petitioner level (rounded up), or the ward's character level. Rather than expend spirit points to do so, the ward expends the oathbearer's protector points as though they were spirit points. The ward knows all of the petitions that the oathbearer knows, but may only cast them if his character level is greater than or equal to the minimum petitioner level required to cast.

As a full-round action that provokes attacks of opportunity, the oathbearer may set the number of points in his protector pool to 0. If he does so, he gains spirit points equal to the number of protector points lost.

Whenever the oathbearer replenishes his spirit pool, the number of points in his protector pool is set to 0.

Protector-on-Contract (Su): Starting at 4th level, whenever the oathbearer replenishes his spirit pool for the day, he may kiss the hand (or whatever passes for a hand) of a willing creature, binding himself to that creature's service for 24 hours. While the oathbearer is bound to a creature's service, that creature is treated as though it were a ward for the purpose of the protector's spirit, bear burdens, and protector's boon class features, as well as the *gādan-fū* talisman.

As with his primary ward, the oathbearer must do his best to protect any temporary wards he acquires, lest he be in violation of his oath to protect.



Protector's Guarantee (Ex): Starting at 5th level, whenever the oathbearer replenishes his spirit pool, the number of points in his protector pool is set to 1 rather than 0. Further, the final paragraph of the protector's spirit class feature now reads,

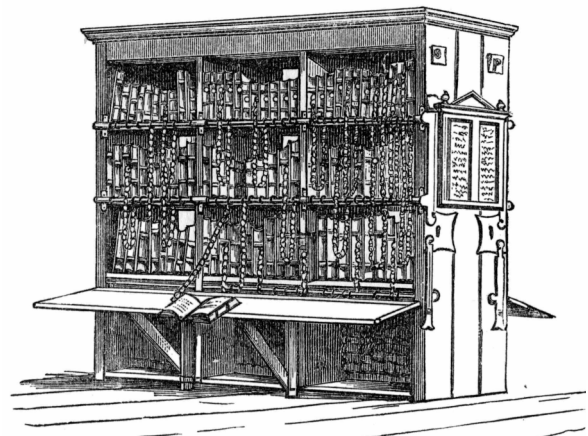
"As a full-round action that provokes attacks of opportunity, the oathbearer may set the number of points in his protector pool to 1. If he does so, he gains spirit points equal to the number of protector points lost."

At 10th level, the oathbearer sets the number of points in his protector pool to 2 rather than 1 when he replenishes his spirit pool, and he may only set the number of points in his protector pool to 2 rather than 1 when converting them back to spirit points. This increases to 3 at 15th level and 4 at 20th level.

Protector's Boon (Su): Starting at 6th level, if at least one ward is within 60 feet of the oathbearer, then the oathbearer and all of his wards within 60 feet gain a +1 luck bonus to attack rolls, skill checks, and saving throws. If a ward's character level is at most half the oathbearer's class level, then that ward gains a +2 luck bonus instead.

In addition, if one of the oathbearer's wards begins his turn within 60 feet of the oathbearer, then the ward gains temporary hit points equal to the oathbearer's Wisdom modifier. Similarly, if the oathbearer begins his turn within 60 feet of one of his wards, then he gains temporary hit points equal to his Wisdom modifier. These temporary hit points last for 1 round.

Starting at 16th level, protector's boon also grants a +1 luck bonus to AC, and wards whose character level is at most half the oathbearer's class level gain a +4 luck bonus rather than a +2 luck bonus. Further, wards whose character level is greater than half the oathbearer's class level, but still less than the oathbearer's class level, gain a +2 luck bonus rather than a +1 luck bonus.



Bear Burdens (Su): At 8th level, choose curses, diseases, or poisons. As a standard action that provokes attacks of opportunity, the oathbearer may touch his ward, learning how many of each of the chosen conditions afflict him, but not the specific effects of each. For example, an oathbearer who has chosen poisons knows how many poisons affect the ward, but not the number of curses or the number of diseases. If the ward is afflicted by a condition that the oathbearer can detect, he may expend 2 spirit points to choose to take one of the detected conditions as a swift action. The ward is cured of the chosen condition immediately, and the oathbearer is afflicted by it for the remainder of its duration. Conditions taken from the ward in this manner bypass the oathbearer's immunities.

At 12th level, choose one of the two conditions that were not chosen at 8th level. The oathbearer gains the ability to detect and cleanse this second condition in the same manner as the first.

Gādian-fū (Su): At 10th level, the oathbearer learns the following talisman as a bonus talisman:

Gādian-fū

Requires: Oathbearer 10

Literally "guardian wind", the gādian-fū talisman alerts the oathbearer should his ward ever be threatened, then spirits him away to the fray.

O-fuda: none

Omamori: The next time the subject rolls initiative or takes damage, if the oathbearer is within 100 miles, he is alerted to this fact and may choose to teleport to the subject's side as an immediate action. If he teleports, he appears in an empty square adjacent to the subject, putting himself between the threat and the subject. If this is not possible, he appears somewhere within 30 feet of the subject. If there is no space for the oathbearer to appear, or if supernatural teleportation is forbidden within 30 feet of the subject, then the talisman fails and its effect is wasted. If the oathbearer teleports to the subject's side in response to his ward rolling initiative, then the oathbearer rolls initiative as if entering combat as normal, but gains a +4 circumstance bonus to his initiative roll given the dramatic nature of his entrance.

Special: A *gādian-fū* talisman has no effect unless it is placed upon the oathbearer's ward. Unlike most talismans, the duration of a *gādian-fū* talisman is 1 hour/level, or until discharged.

Protector of All (Su): Starting at 14th level, the oathbearer may bind himself to the service of a creature within 60 feet for 1 hour as an immediate action. He does not need the consent of his target to do so. While bound to a creature's service, that creature is treated as though it were a ward for the purpose of the protector's spirit, bear burdens, and protector's boon class features, as well as the *gādian-fū* talisman.

This ability may be used once per day; starting at 18th level, it may be used twice per day so long as at least one hour elapses between uses.

The oathbearer must do his best to protect any temporary wards he acquires, lest he violate his oath.

Ultimate Sacrifice (Su): At 20th level, if the oathbearer is within 60 feet of a ward who has just failed a saving throw against a spell or ability that kills its target instantly, then the oathbearer may retroactively redirect that spell or ability to himself as a free action, thus dying instead. Effects redirected in this manner bypass the oathbearer's immunities, if any.

When an oathbearer dies in this manner, the entire balance of his spirit pool is transferred to his protector pool, and the ward who was rescued may draw from it as though he were within 60 feet of a still-living oathbearer for up to 48 hours after the oathbearer's death.

This ability replaces o-fudamori.

Ex-Oathbearers: An oathbearer who willfully allows the death of his ward loses all oathbearer class features, but not the class features of the onmyōji base class. He may not progress any further in levels as an oathbearer. He retains his abilities and advancement potential if he atones for his violations, as appropriate. In the case of an oathbearer, the *atonement* spell has no effect until his lost ward is returned to life.

If the oathbearer and his ward find themselves in a dangerous situation, fight valiantly, and the ward falls despite the oathbearer's best efforts, he is not penalized. Similarly, being oblivious as an assassin sneaks about to kill the ward is not grounds for losing oathbearer powers. (Granted, if the oathbearer is extremely ancient and that was the last ward, he'll instantly die of old age whether or not his efforts were true.) These things happen, and there are tales of guardian spirits who, well-intentioned as they were, led their wards to disaster. In this case, the *atonement* spell will allow the oathbearer to select a new ward.

If an oathbearer has no permanent ward for a period of one year, he becomes an ex-oathbearer until a new ward is selected through the use of the eternal oath class feature. The *atonement* spell is not required in this case.



Shubo-sha (Archetype)

A shubo-sha is defined as a figure in a position of authority who is also wily enough to be considered a mastermind. In the realm of onmyōdō, those onmyōji who have bound multiple shikigami to their service take on the name as an honorific.

Dual Shikigami: This functions just like an onmyōji's shikigami, save that the shubo-sha may have up to two shikigami rather than just one. Each shikigami is a unique entity and may know different feats, be folded into the shape of a different origami animal (thus granting the shubo-sha two familiar bonuses), and so on. Each shikigami may be lost, dismissed, or destroyed individually, and, thus, replaced individually.

This ability modifies shikigami.

Study Petitions (Su): As it turns out, shackling multiple shikigami to one's will makes the rest of the spirit world consider a shubo-sha a bit too greedy to receive their direct help. At 2nd level and every two shubo-sha levels thereafter, the shubo-sha selects a petition for which he meets all the prerequisites. He knows the selected petition, and thus his shikigami may cast that petition, but the shubo-sha himself cannot cast any of his known petitions.

This ability replaces petition spirits.



Optional Ruleset: Shikigami Ascendant

"I say to you againe, doe not call up Any that you can not put downe; by the Which I meane, Any that can in Turne call up Somewhat against you, whereby your Powerfulllest Devices may not be of use. Ask of the Lesser, lest the Greater shal not wish to Answer, and shal commande more than you." - Jedediah Orne, The Case of Charles Dexter Ward; H.P. Lovecraft (1927)

What Is a Shikigami Ascendant?

Most onmyōji bind a nature spirit, or kami, of moderate power to their service. The binding process installs the spirit in a shell of origami paper, a quarterstaff, or some other, physical home, from which it gains an enhanced ability to interact with the physical world at the cost of being bound to that physical world. This bound spirit is generally known as a shikigami. As a spiritual being locked in the physical world by outside forces, a shikigami is not its own master and cannot choose to return from whence it came of its own volition. The spirit's friends and schemes are put to the wayside, all in the name of the onmyōji who called it forth to the material world.

Usually, shikigami go along with this. Being bound to an onmyōji is a great honor, for it is the most expedient way by which any nature spirit without enough power and presence to be, say, a local river god can influence the physical world. Moreover, an onmyōji who does his job properly treats his shikigami with respect and honors the sacrifices made by the spirit. Many nature spirits are quite vain, and as the arrangement generally feels like being a god-partner with a congregation of one, it's a fairly equitable agreement.

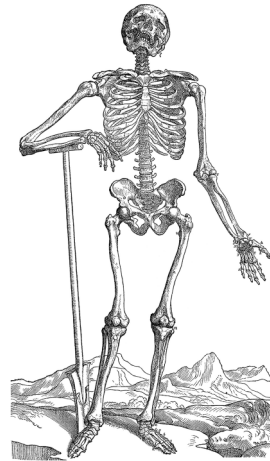
A shikigami ascendant is created when an onmyōji overreaches, and the shikigami is wont to punish this overreach. Perhaps the kami in question was actually quite powerful, but fairly lazy, resulting in a spirit who could *be* a local river god if it had the ambition to go claim itself a stream. Perhaps the onmyōji is a thankless jerk who treats the shikigami as a slave rather than as an honored partner. It doesn't really matter why the shikigami decides to punish the onmyōji, but the end result is that it bends its will toward subverting the bond as a result. An onmyōji binding a new shikigami must always be wary, for nature is one of the most powerful forces in the world, and its agents likely command far more power than does a neophyte spirit-speaker.

The process begins quite simply. An onmyōji expects to become more powerful as he learns of the nature of the spirit world; however, a rebellious shikigami can siphon this new power from the onmyōji before he ever receives it. If unchecked, the shikigami rapidly gains the means to dominate its erstwhile master, until the end result is a spirit bound to the physical world with a spirit speaker as a slave and the means to do anything from revel in the sensations of the waking world to install itself as a god without needing to worry about tearing the rift between spirit and physical in order to manifest itself.

Even the weakest shikigami ascendant can easily force the retreat of a minor river god simply because the shikigami is in the physical world and only a small portion of the river god can leap out into the physical world to protect its domain and petitioners. As such, whatever their motivations, all shikigami ascendants are dire threats to the balance of things simply because they're built on what effectively amounts to a cheat.

Creating a Shikigami Ascendant - Introduction

Most player characters undergo training to embrace a profession, usually represented by a choice of one or more character classes. The wizard takes to his books, the bard learns music, and the onmyōji learns to communicate with the spirits themselves. The shikigami ascendant is not like this, for the kami are reflections of the spiritual side of nature. In short, a shikigami ascendant is always a shikigami ascendant, not a wizard, not a bard, and, as a result, they have a custom class to represent themselves.



Creating a Shikigami Ascendant - Onmyōji Waning

When an onmyōji of 4th level or higher with the shikigami class feature would gain an onmyōji class level, the player may choose for his shikigami to steal the power of leveling up instead, thus beginning the process by which a shikigami ascendant is created. Rather than gain a level of onmyōji, the player character gains a level of "onmyōji waning", which grants talismans known, talisman and petition DCs, talismans per day, skill ranks, and Hit Dice as a level of onmyōji. In addition, the player character's level in onmyōji waning stacks with his onmyōji levels for the purpose of determining the power of his petitions and talismans. This means that levels in onmyōji waning do not give new class features, new spirit pool abilities, or new petitions known. Make a note of which skill ranks you take, any feats you gain, and how many maximum hit points you gain when taking your level of onmyōji waning. They'll go away when the shikigami takes over.

While the onmyōji wanes, the shikigami waxes. The size of its spirit pool increases by +2.

Creating a Shikigami Ascendant - The Usurpation

The next time an onmyōji with a level of onmyōji waning would gain a class level, its shikigami pounces. Do not grant the onmyōji a level, and remove the level of onmyōji waning it previously possessed, then grant the shikigami levels in the shikigami ascendant base class equal to its former master's character level + 2. The onmyōji is now an onmyōji subservient under the control of its former pet/partner/slave/ally, now a shikigami ascendant. For the duration of his servitude, replace the onmyōji subservient's base ability scores with those of the NPC elite array, and replace the shikigami ascendant's base ability scores with those of the master it had usurped, save that its Constitution score is a - because it is a construct. You may reorder the master's ability scores when assigning them to the shikigami ascendant.

For details on how the shikigami ascendant enslaves the onmyōji and how this affects a former player character, see the onmyōji subservient class feature of the shikigami ascendant base class.



Shikigami Ascendant

Role: A shikigami ascendant fulfills much the same role as the onmyōji, save that the ascendant has no mastery over talismans, but rather learns how to refold its origami body.

Alignment: Any. A shikigami ascendant is a shikigami that has subverted the connection to its summoner to become the master. The reasons for doing this vary, and while all ascendants are dire threats to the balance of things, some shikigami may go through the process for noble reasons.

Hit Die: d6

Starting Wealth: As wealth of subverted onmyōji

Skill Ranks per Level: 4 + Int modifier

Constitution Score: As a construct, a shikigami ascendant has a Constitution score of -. This behaves as a Constitution score of 10 for the purpose of determining saving throw modifiers and skill bonuses.

Destined to Be: A shikigami ascendant may only take levels in the shikigami ascendant base class, and a creature that is not a shikigami ascendant cannot take levels in this class.

Partial Construct Traits: As a spirit bound to a physical shell, a shikigami ascendant behaves much like a traditional construct, but does exhibit some key differences. A shikigami ascendant does not need to breathe, eat, or sleep, though pool replenishment still requires meditation. Moreover, the ascendant is immune to natural disease, paralysis, natural poison, sleep effects, and stunning, but is not immune to negative energy damage or death effects because it is a nature spirit in a shell. Similarly, the shikigami ascendant is not immune to mind-affecting abilities, but has darkvision 60 feet and low-light vision, as is normal for constructs. No matter what shape it takes, the shikigami ascendant has slots available for equipping items as though it were a bog-standard human (one head, one pair of eyes, one waist, two arms, and so on).

A shikigami ascendant does not benefit from natural healing over time, and spells that repair damage to a construct cannot repair the shikigami ascendant. Instead, spells and abilities that heal the living grant half benefit to the ascendant, petitions that heal the living grant full benefit to the ascendant, and it receives full benefit from fast healing and regeneration. The shikigami ascendant does not receive bonus hit points based on its size; instead, its maximum hit points increase by +2 for each shikigami ascendant level it possesses. Further, if the ascendant wears magic items that increase Constitution, an ability score it does not possess because it's a construct-like entity, its maximum hit points increase by +1 for each shikigami ascendant level it possesses for every two points of bonus Constitution its equipment grants. As usual, if two bonuses would not stack on a more normal creature, only the larger one grants maximum hit points to the shikigami ascendant.

Most importantly, as a pseudo-construct, a shikigami ascendant is destroyed when reduced to 0 hit points and can never be raised or resurrected. If destroyed, the ascendant's power is broken as it returns to the spirit realm, and its onmyōji subservient gains two levels of the onmyōji base class the next time he replenishes his spirit pool for the day. Thus freed from his otherworldly master, the onmyōji may now take a new shikigami, or take this opportunity to retroactively take an archetype that replaces the shikigami class feature so that he never has to go through this nonsense again.

The following are all class features of the shikigami ascendant.

Weapon Proficiency: The shikigami ascendant is proficient with all simple weapons, as well as any martial weapon with the *ghost touch* weapon special ability.

Armor and Shield Proficiency: Shikigami ascendants are not proficient with any kind of armor, but are proficient with non-tower shields. If wearing armor or using a shield with which it is not proficient, the spirit point cost of the shikigami ascendant's petitions increases by +1.



Aid of the Minor Kami (Sp): Much like how onmyōji receive the aid of minor nature spirits through deceit and cajoling, a shikigami ascendant is all but a beacon for their presence. Here is one of their own in a position to make known the plight of the lesser spirits of the world, and so the kami throw in their lot behind it! Each morning when it replenishes its spirit pool, the shikigami ascendant selects two wizard cantrips and two cleric orisons. It retains knowledge of the chosen spells until the next time it uses this ability, at which point it promptly forgets them before choosing a new set of cantrips and orisons to learn. The shikigami ascendant may cast any of the chosen spells at will with a caster level equal to its shikigami ascendant level and Wisdom as its key ability.

Onmyōji Subservient

A shikigami ascendant begins play with the Leadership feat as a bonus feat; however, the only cohort the shikigami subservient may possess is its erstwhile master, the onmyōji it dominated. This onmyōji is now known as an onmyōji subservient.

Given the means by which a shikigami ascendant is created, the onmyōji subservient has two fewer character levels than a shikigami ascendant when the shikigami takes over the relationship. An onmyōji subservient may only take levels in the onmyōji base class, gains no benefit from the shikigami class feature, has the size of his spirit pool reduced by half (rounded up), has the number of talismans he can deploy daily reduced by half (rounded up), and always has two fewer character levels than does the shikigami ascendant. If the subservient had levels in other classes before the shikigami took over, it keeps them.

As a full-round action that provokes attacks of opportunity, the shikigami ascendant may annihilate its onmyōji subservient's body, destroying him instantly. There is no saving throw against this ability; it is not considered a death effect; and range is no object, for the souls of the shikigami and onmyōji are entwined; however, the shikigami ascendant may only use this ability when the onmyōji subservient is being willfully disobedient or is actively working against its master.

Similarly, if the shikigami ascendant casts, finances, or orders a spell or ability meant to raise its onmyōji subservient from the dead, the subservient cannot refuse and must return to life, if able.



Table: The Shikigami Ascendant



Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spirit Pool Size	Origami Pool Size	Petitions Known
1st - 5th	-	-	-	-	Aid of the minor kami, onmyōji subservient, origami folds—4, origami soul, petition spirits, spirit pool	-	-	-
6th	+3	+5	+2	+5	-	4 + Cha mod	2	3
7th	+3	+5	+2	+5	-	4 + Cha mod	2	3
8th	+4	+6	+2	+6	Origami fold	4 + Cha mod	2	4
9th	+4	+6	+3	+6	Refold—1/day	6 + Cha mod	3	4
10th	+5	+7	+3	+7	Origami fold	6 + Cha mod	3	5
11th	+5	+7	+3	+7	-	6 + Cha mod	3	5
12th	+6/+1	+8	+4	+8	Origami fold	8 + Cha mod	4	6
13th	+6/+1	+8	+4	+8	Refold—2/day	8 + Cha mod	4	6
14th	+7/+2	+9	+4	+9	Origami fold	8 + Cha mod	4	7
15th	+7/+2	+9	+5	+9	-	10 + Cha mod	5	7
16th	+8/+3	+10	+5	+10	Origami fold	10 + Cha mod	5	8
17th	+8/+3	+10	+5	+10	Refold—3/day	10 + Cha mod	5	8
18th	+9/+4	+11	+6	+11	Origami fold	12 + Cha mod	6	9
19th	+9/+4	+11	+6	+11	-	12 + Cha mod	6	9
20th	+10/+5	+12	+6	+12	Origami fold, ultimate petition	12 + Cha mod	6	10

Origami Folds (Su): A shikigami ascendant begins play knowing four origami folds, effectively ways it can configure its body to express certain traits. A list of available folds is given in **Section: Origami Folds**. A shikigami ascendant must meet the requirements of a fold, if any, to learn it.

Some origami folds have prerequisite folds. When expending origami points (see the origami pool class feature) to express known folds, the shikigami ascendant must first take the prerequisite fold before it can take the fold that lists it as a prerequisite.

At 8th level and every two levels thereafter, the shikigami ascendant learns an additional fold.

Origami Pool (Su): A shikigami ascendant begins play with an origami pool, representing its ability to fold and crease its physical form to specific ends. The number of points in a shikigami ascendant's origami pool is equal to 2, increasing by +1 for every three shikigami ascendant levels beyond 6th.

Whenever the shikigami ascendant replenishes its spirit pool for the day, it may also expend its origami points to gain the benefits of various origami folds that it knows. It retains the benefits of the chosen folds until the next time it replenishes its origami pool.

The origami pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

Origami Soul (Ex): A shikigami ascendant is no longer shackled to the form its erstwhile master chose for it and is free to reshape itself as it sees fit. As such, the ascendant begins play as its choice of a Small creature with a base land speed of 20 feet, or a Medium creature with a base land speed of 30 feet.

Petition Spirits (Su): A shikigami ascendant enjoys a solid rapport with the spirit world, for it is of the spirit world itself. Many of its ilk are willing to render assistance when asked respectfully and with appropriate ritual. A shikigami ascendant begins play with three petitions for which it meets all the prerequisites. Every two levels beyond 6th, it learns an additional petition. Unless stated otherwise, a shikigami ascendant cannot select an individual petition more than once.

To use a petition, a shikigami ascendant must have a Charisma score equal to at least $10 + \frac{1}{2}$ minimum level of that petition. For the purpose of its petitions, a shikigami ascendant has a petitioner level equal to its shikigami ascendant level.

The Difficulty Class (DC) for a saving throw against a shikigami ascendant's petition is $10 + \frac{1}{2}$ the shikigami ascendant's class level + the shikigami ascendant's Charisma modifier.

Spirit Pool (Su): A shikigami ascendant begins play with a pool of spirit points, a measure of its ability to petition the spirit realm for aid. The number of points in a shikigami ascendant's spirit pool is equal to 2, plus an additional 2 for every three shikigami ascendant levels it possesses.

Refold (Ex): Starting at 9th level, a shikigami ascendant learns how to refold its body rapidly, albeit infrequently. As a standard action, the shikigami ascendant may swap a single 1-point origami fold it is currently expressing for another 1-point origami fold that it is eligible to take. The shikigami ascendant cannot swap a fold that is a prerequisite for another fold it is currently expressing.

This ability may be used once per day, plus an additional time per day at 13th and 17th levels.

Ultimate Petition (Su): At 20th level, the shikigami may cast a single petition per day as a swift action, regardless of the action usually required to cast it. This petition's spirit point cost is set to 0.





Origami Folds

Aosagibi

Cost: 1 Origami Point

The aosagibi, which translates to blue heron fire, is a phenomenon in which an old night heron transforms into a yokai, shedding pale blue flames as feathers become glowing blue scales.

Benefit: The shikigami ascendant sheds light as a torch. This light is intense enough that creatures with light sensitivity are subject to its penalties when within the area illuminated by the ascendant's body.

Aosagibi's Breath

Requires: Aosagibi fold

Prerequisite Folds: Aosagibi

Cost: 1 Origami Point

Once its transformation is complete, an aosagibi is no slaving beast, but a meek creature whose breath illuminates as surely as do its glowing scales.

Benefit: As a standard action, the shikigami ascendant belches forth a 30-foot cone of cloying golden dust, which functions as the *glitterdust* spell, save that the effect persists for 3 rounds. This ability may be used twice per day.

Ascendant Allies

Requires: Shikigami Ascendant 8

Cost: 1 Origami Point

When a shikigami ascendant grows in power, lesser spirits are wont to gather around it in the hopes of picking up scraps.

Benefit: Whenever the shikigami ascendant casts a petition, it gains one ascendance charge. The number of ascendance charges the shikigami ascendant possesses is set to 0 whenever it replenishes its spirit pool. As a swift action, it may expend all of its ascendance charges to give itself fast healing equal to the number of charges expended at the beginning of its next turn.

(Given the shikigami is given fast healing at the beginning of its next turn, this means that the healing will be applied two rounds after the shikigami ascendant uses this ability.)

Ascendant Durability

Cost: 1 Origami Point

Powerful spirits scurry and flee before possibly-weaker ascendants who, unlike those spirits bound by the rules, can bring everything they have to bear in the material realm. There's just one problem with the plan. A single piece of paper is all that binds this spirit to the materium, and one false move can ruin everything. To that end, a little reinforcement tends to be high on any shikigami ascendant's priority list.

Benefit: The shikigami ascendant's maximum hit points increase by +5.

Ascendant Fortitude

Requires: Ascendant durability fold

Prerequisite Folds: Ascendant durability

Cost: 2 Origami Points

Some shikigami ascendant are more paranoid about their possible banishment than others.

Benefit: At the beginning of each of the shikigami ascendant's turns, it gains 1d4+1 temporary hit points. These temporary hit points persist for 1 round.

Ascendant Reach

Cost: 1 Origami Point

As a being of the spirit world itself, a shikigami's petitions have reach that their sometime-masters simply cannot match.

Benefit: The range of the shikigami ascendant's petitions increases by +10 feet, excepting those with a range of personal.

Ascendant Rapidity

Requires: Ascendant speciality fold,

Shikigami Ascendant 9

Prerequisite Folds: Ascendant speciality

Cost: 1 Origami Point

Benefit: The first time the shikigami ascendant casts the petition chosen with the ascendant specialty fold each day, if it is normally cast as a standard action or move action, then it may be cast as a swift action instead; however, if it is normally cast as a full-round action, then it may be cast as a standard action instead.

Ascendant Resistance

Cost: 1 Origami Point

Few shikigami ascendants can get through a week without at least once having a vague misgiving of going back to the spirit world as one among many.

Benefit: When taking this fold, choose Fortitude, Reflex, or Will. The shikigami ascendant gains a +1 luck bonus to the chosen saving throw.

Special: Ascendant resistance can be taken multiple times. Each time, choose a type of saving throw that has not yet been chosen.

Ascendant Specialty

Cost: 1 Origami Point

All kami are effectively gods, though few actually have the raw power to look the sort in the eyes of mortals.

Benefit: When first learning this fold, choose a petition that the shikigami ascendant knows with a spirit point cost of 1. The first time the shikigami ascendant casts the chosen petition each day, its spirit point cost is set to 0.



Ascendant Warding

Cost: 1 Origami Point

A shikigami ascendant remains in this world thanks to a piece of paper. Paper burns. Those shikigami who realize this (all of them) tend to be inconsolable about this obvious weakness.

Benefit: The shikigami ascendant has resistance 1 against acid, cold, electricity, fire, and sonic. This stacks with other forms of energy resistance.

Benzaiten's Voice

Requires: Friend of Benzaiten feat

Cost: 2 Origami Points

Benzaiten's song strengthens resolve that already exists, but, if sung in her voice, it also creates resolve that never was.

Benefit: Whenever the shikigami ascendant casts the *song of benzaiten* petition, select a physical ability score (Strength, Dexterity, or Constitution). Those affected by the petition gain a +2 morale bonus to the chosen ability score for the petition's duration.

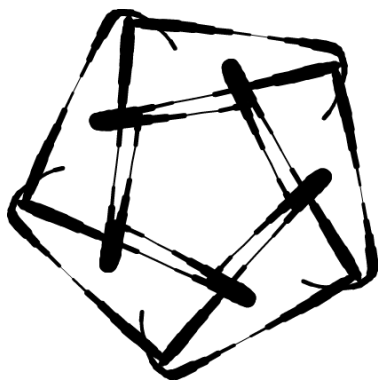
Bishamonten's Watch

Requires: Friend of Bishamonten feat

Cost: 2 Origami Points

The right folds can help a shikigami inspire others to be as great a sentinel as bishamonten himself.

Benefit: The subject of the shikigami ascendant's *bishamonten's fury* petition gains a +2 morale bonus to weapon damage rolls, and may reroll its first weapon damage roll made each round. This is in addition to bishamonten's fury's other effects.

**Dragon's Hide**

Cost: 1 Origami Point

Granted, it's doublefolded paper, but a shikigami can dream.

Benefit: The shikigami ascendant gains a +1 enhancement bonus to natural armor bonus to AC.

Special: This fold can be taken up to three times. Its effects stack.

Ebisu's Rod

Requires: Friend of Ebisu feat

Cost: 2 Origami Points

While some mythologies go on and on about various armless failures, Ebisu's crippled birth and subsequent triumph shows that grit and determination allows just about anyone to make a good life.

Benefit: Whenever the shikigami ascendant casts the *ebisu's catch* petition, two koi appear in addition to the primary carp. Each of these koi land in a separate 5-foot square that is within 20 feet of the square designated for the carp, dealing 2d6 points of bludgeoning damage with a Reflex save (DC as petition) to negate. After landing in a square, these additional koi vanish, though the primary carp remains.

**Fledgling's Wings**

Requires: Shikigami Ascendant 9

Cost: 2 Origami Points

First flights should always be taken close to the safety of the ground.

Benefit: The shikigami ascendant gains a fly speed of 30 feet with good maneuverability; however, if the shikigami ascendant begins its turn more than 5 feet from the ground, it loses the ability to fly until it has been in contact with the ground for one full round.

Fukurokuju's Beard

Requires: Friend of Fukurokuju feat

Cost: 2 Origami Points

Imitation is the most sincere form of flattery.

Benefit: The shikigami ascendant may pay for the material components cost of the *fukurokuju's call* petition with any trade good, such as gems, ingots, bolts of cloth, or coin.

Hotei's Smile

Requires: Friend of Hotei feat

Cost: 2 Origami Points

Hotei promotes good living. Those shikigami who throw in their lot with him are able to force the illusion of good living on those they meet.

Benefit: The shikigami ascendant gains the ability to cast *calm emotions* and *remove fear* once per day each as spell-like abilities with a caster level equal to its shikigami ascendant level and Wisdom as its key ability.



Jurōjin's Wisdom

Requires: Friend of Jurōjin feat
Cost: 2 Origami Points

While he may be lacking his grandfather's ability to return the dead to life, Jurōjin is an absolute master at maintaining life as long as possible.

Benefit: Subjects of the shikigami ascendant's longevity of jurōjin petition are healed for an additional 2d6 hit points (to a maximum of 50% of the amount healed by the primary source) whenever they receive magical healing.

Kagutsuchi's Breath

Cost: 1 Origami Point

Being the kami of flame, Kagutsuchi's breath is, understandably, something a shikigami ascendant can't truly mimic for fear of torching its origami form, but that doesn't stop many from attempting something close.

Benefit: As a standard action, the shikigami ascendant breathes a 15-foot cone of flame, dealing 1d4 + its shikigami ascendant level points of fire damage with a DC 10 + 1/2 the shikigami ascendant's class level + the shikigami ascendant's Wisdom modifier Reflex save for half. Creatures that fail their Reflex saving throw light on fire as the rules for alchemist's fire. This ability may be used three times per day.

Kagutsuchi's Persistence

Requires: Kagutsuchi's breath fold
Prerequisite Folds: Kagutsuchi's breath
Cost: 1 Origami Point

Those shikigami who take the flame-producing capabilities of a bunch of paper to the limit can make their fires burn as hot as hellfire, as incongruous as that description may be.

Benefit: The kagutsuchi's breath ability deals an additional +1d8 points of fire damage, lights creatures that fail their saving throw on fire for 1d3 rounds rather than 1 round, has a +1 bonus to the Difficulty Class of its saving throws, and may be used an additional time per day.

Kagutsuchi's Presence

Cost: 2 Origami Points

Many shikigami ascendant look to the deific kami and desire to be one. Kagutsuchi, being the kami of fire, is one whose portfolio is fairly easy, if dangerous, to mimic.

Benefit: Whenever the shikigami ascendant expends a spirit point, it becomes wreathed in flames, dealing 1d8 points of fire damage to creatures that attack it in melee until the beginning of its next turn.

Kami Collection Crease

Requires: Aid of the minor kami class feature
Cost: 1 Origami Point

Consider that many lesser kami wish to be around a shikigami ascendant, for they are a doorway to the material realm that is normally dominated by humanoids. By modifying its body to be more aesthetically pleasing to its peers, a shikigami ascendant can be even better at drawing its ilk like moths to a flame.

Benefit: The aid of the minor kami class feature grants knowledge of and the ability to cast a druid orison in addition to the usual wizard cantrips and cleric orisons.

Kitsune's Ears

Cost: 1 Origami Point

Kitsune are particularly good at detecting what goes on around them, for how can a prankster stay alive when she doesn't know when to pull a trick and when to avoid a pack of angry peasants?

Benefit: The shikigami ascendant gains a +3 circumstance bonus to Perception and Sense Motive skill checks.

Kitsune's Footfall

Cost: 1 Origami Point

Given their sneaky nature, kitsune aren't popular with everyone, and a stealthy kitsune is a live kitsune in the wrong neighborhood.

Benefit: The shikigami ascendant gains a +3 circumstance bonus to Sleight of Hand and Stealth skill checks.

Kitsune's Tail

Cost: 1 Origami Point

Kitsune are magic, and their magic is in the tail. When one is a nature spirit, mimicry actually works!

Benefit: The shikigami ascendant is treated as though it were a kitsune for the purpose of meeting the prerequisites of the Magical Tail feat. If the shikigami ascendant has the Magical Tail feat, but does not take this fold on a given day, then the benefits of the Magical Tail feat are suppressed until this is remedied.

Master's Beacon

Requires: Shikigami Ascendant 9
Cost: 1 Origami Point

A shikigami ascendant only gets one minion. It's best to make it easy for that soul to return home.

Benefit: If the shikigami ascendant's onmyōji subservient dies while its master has this fold, then the material components cost of the spell used to raise the onmyōji subservient from the dead is reduced by 25%.



Miniscule Mimic Mallet

Requires: Friend of Daikoku-ten feat
Cost: 2 Origami Points

Honestly, which being of the spirit world wouldn't love to be as popular as Daikokuten?

Benefit: Whenever the shikigami ascendant casts the *bounty of the magic mallet* petition, it produces an item as detailed in the petition, as normal, but also produces three copies of an additional item with a market value of 5 gp or less. These additional items follow the same rules as does the primary item produced by bounty of the magic mallet.

Nogitsune's Grin

Requires: Aid of the minor kami class feature
Cost: 1 Origami Point

The nogitsune are like kitsune, but rather than being playful and capricious, they're playful, capricious, and put the laughter in slaughter.

Benefit: Damaging orisons and cantrips the shikigami ascendant knows through the aid of the minor kami class feature deal an additional point of damage, increasing by +1 for every six shikigami ascendant levels the shikigami possesses.

Nogitsune's Rapidity

Requires: Aid of the minor kami class feature,
Shikigami Ascendant 9
Cost: 2 Origami Points

When one is a bloodthirsty kitsune, speed allows for mischief to be managed without consequences.

Benefit: Twice per day, plus an additional time per day for every 3 shikigami ascendant levels possessed beyond 9th, the shikigami ascendant may cast an orison or cantrip known through the aid of the minor kami class feature as a swift action.

Additionally, the shikigami ascendant may cast an orison or cantrip known through the aid of the minor kami class feature once per day as a free action, but cannot cast another cantrip or orison sourced from the same class feature that round.

Nogitsune's Tail

Requires: Kitsune's tail fold
Prerequisite Folds: Kitsune's tail
Cost: 1 Origami Point

While their magic is sourced from the same potential, a nogitsune's punchline is far more sinister than that of the kitsune.

Benefit: Rather than cast one of the spell-like abilities granted by the Magical Tail feat, the shikigami ascendant may consume the daily use of one of those spell-like abilities to cast the *magic missile* spell as a spell-like ability with a caster level equal to twice the spell level of the Magical Tail-sourced spell-like ability consumed and Wisdom as its key ability.

Reveler's Countenance

Cost: 1 Origami Point

There's really no competing with Rice: The God, also known as Inari, but if there are local river gods, why can't there be a local party god?

Benefit: Three times per day, the shikigami ascendant may, as an immediate action, increase the caster level of a potion or oil it is currently consuming by +1.

Reveler's Other Stash

Requires: Reveler's countenance fold
Prerequisite Folds: Reveler's countenance
Cost: 1 Origami Point

Sometimes, a party god's personal stash gets... odd.

Benefit: When expressing this fold, the shikigami ascendant selects a 0th-level spell and a 1st-level spell on the wizard spell list that can be made into oils. Oils of these chosen spells with a caster level of 1st miraculously appear on the ascendant's person. If unconsumed, these oils vanish after being removed from the shikigami ascendant's person for 1 round, making them impossible to sell. Further, whenever the shikigami ascendant replenishes its spirit point pool, any remaining oils vanish immediately.

Special: When selecting spells to make into oils, the shikigami ascendant may expend 1 spirit point. If it does, it chooses an additional 1st-level spell on the wizard spell list and produces two oils of the chosen spell with a caster level of 1st. This is in addition to those oils passively produced by the reveler's other stash fold, though they are still subject to vanishing, as detailed above.

Reveler's Stash

Requires: Reveler's countenance fold
Prerequisite Folds: Reveler's countenance
Cost: 1 Origami Point

As it turns out, local party gods are more popular when they have a few bottles of their own.

Benefit: When expressing this fold, the shikigami ascendant selects a 0th-level spell and a 1st-level spell on the cleric spell list that can be made into potions. Potions of these chosen spells with a caster level of 1st miraculously appear on the ascendant's person. If unconsumed, these potions vanish after being removed from the shikigami ascendant's person for 1 round, making them impossible to sell. Further, whenever the shikigami ascendant replenishes its spirit point pool, any remaining potions vanish immediately.

Special: When selecting spells to make into potions, the shikigami ascendant may expend 1 spirit point. If it does, it chooses an additional 1st-level spell on the cleric spell list and produces two potions of the chosen spell with a caster level of 1st. This is in addition to those potions passively produced by the reveler's stash fold, though they are still subject to vanishing, as detailed above.



Warrior Poet

All but the most barbaric of warriors are thinking men, even if the information they process is far different than that of the wizard, tinker, or priest. The aforementioned, cerebral professions would be wont to call the majority of warriors unrefined, even coarse, but it is not as though being a frontline combatant precludes one from taking up the arts. Combining calligraphy pen and blade, song and sword, the warrior poet is onmyōdō's answer to the bard, a lyrical combatant with an innate connection to the spirit world rather than to the magic of the heart.

Role: The warrior poet is a beacon in the storm, capable of layering multiple area wards over a battlefield in rapid succession using talismans and custom haiku, while his proficiency with blade and armor allow him to capitalize upon the effects present the area thus claimed.

Alignment: Any. Though the discipline needed to bottle emotion and unleash it in a controlled fashion tends to cause warrior poets to lean away from the Chaotic, there are absolute madcaps out there who assure their peers that said discipline is strictly optional should sufficient passion be available.



Table: The Warrior Poet



Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Number of Haiku	"On" per Subject	Prayers Known
1st	+0	+0	+2	+2	Haiku, insightful performance, orate haiku, talismans	2 (+1/3 starting Wis mod)	1	2
2nd	+1	+0	+3	+3	Alternate inflection—2/day	2	1	3
3rd	+2	+1	+3	+3	-	2	2	3
4th	+3	+1	+4	+4	Omamori edge	2	2	4
5th	+3	+1	+4	+4	Cutting blade—+1d2	3	2	4
6th	+4	+2	+5	+5	Alternate inflection—3/day	3	2	5
7th	+5	+2	+5	+5	-	3	2	5
8th	+6/+1	+2	+6	+6	Accurate omamori—+1	3	3	6
9th	+6/+1	+3	+6	+6	Cutting blade—+1d4	3	3	6
10th	+7/+2	+3	+7	+7	Alternate inflection—4/day	3	3	7
11th	+8/+3	+3	+7	+7	-	4	3	7
12th	+9/+4	+4	+8	+8	Accurate omamori—+1	4	3	8
13th	+9/+4	+4	+8	+8	Cutting blade—+2d2	4	4	8
14th	+10/+5	+4	+9	+9	Alternate inflection—5/day	4	4	9
15th	+11/+6/+1	+5	+9	+9	-	4	4	9
16th	+12/+7/+2	+5	+10	+10	Accurate omamori—+1	4	4	10
17th	+12/+7/+2	+5	+10	+10	Cutting blade—+2d4	5	4	10
18th	+13/+8/+3	+6	+11	+11	Alternate inflection—6/day	5	5	11
19th	+14/+9/+4	+6	+11	+11	-	5	5	11
20th	+15/+10/+5	+6	+12	+12	O-fudamori	5	5	12

The warrior poet's class skills are Acrobatics (Dex), Bluff (Cha), Craft (any) (Int), Diplomacy (Cha), Intimidate (Cha), Linguistics (Int), Knowledge (history) (Int), Knowledge (nature) (Int), Knowledge (nobility) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Perform (oratory) (Cha), Profession (Wis), Ride (Str), Sense Motive (Wis), and Survival (Wis).

Hit Die: d8

Starting Wealth: 3d6 x 10 gp (average 105 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Skill Ranks Per Level: 6 + Int modifier

The following are all class features of the warrior poet.

Weapon Proficiency: The warrior poet is proficient with simple and martial weapons.

Armor and Shield Proficiency: The warrior poet is proficient with light armor, as well as shields, but not tower shields. A warrior poet who is wearing armor or wielding a shield with which he is not proficient cannot orate haiku, and any ongoing haiku ends immediately.

Sidebar: An Introduction to Cutting Words

The english translation of kireji— we call them “cutting words”— is actually quite the spectacular mistranslation. We got the “cutting” part correct, but only a small subset of the seventeen classic cutting words of haiku are, in fact, “words” in their own right. Many of them are simply verb conjugation to achieve particular tenses, while others are pauses— literal punctuation mistaken for words!— or inflections. Our ignorance regarding the kireji in haiku makes our primary and secondary school education regarding this form of poetry hilariously skewed. What did we learn? We use a 5-7-5 syllable structure, we don't rhyme, and maybe, if we're lucky, we're told it's traditionally about nature. In the end, the haiku is embraced in American schools in an effort to look cosmopolitan, and because counting syllables without needing to count iambs makes it easier to introduce that part of poetry to schoolchildren. The real depth in the composition, the cut itself, the prompt left there by the author for the reader to think about these two things in this specific fashion, is entirely lost to us.

As the cut is the centerpiece of the warrior poet's haiku composition and oratory system, it is highly likely that this isn't going to feel like the haiku you've been taught in schools. That's okay, if only because the artistic liberties I took forcing a magic system to use haiku as a frame will make the real stuff look nothing like what you're about to play with, anyway. Just keep an open mind. Things are about to get weird.

Haiku

A warrior poet's primary source of power stems from his understanding of the juxtaposition inherent in haiku poetry. In its traditional form, the haiku compares two quantities, or subjects, found in nature, then uses one of seventeen kireji, or cutting words, to execute the juxtaposition in a specific way.

For our purposes, a haiku is a piece of poetry containing two subjects to be compared and a kireji to direct the comparison. Subjects are themselves made up of topics, which are individual ideas found in nature, like a frog, the noonday sun, or the way a boar glares right before it makes somebody's life miserable. Topics and kirejis are drawn from the warrior poet's poetry book. A warrior poet begins play with two haiku, plus additional haiku equal to his Wisdom modifier / 3 (rounded down, minimum +0). Each subject in a haiku has an allowance of 1 “on”, or syllable, which dictates how many topics each subject can accept. A haiku must contain exactly two subjects and one kireji. At 3rd level and every five levels thereafter, a warrior poet's increasing mastery over poetry increases the “on” allowance of each of his subjects by +1 (max 5 at 18th level), thus allowing him to add additional topics to each of his subjects. At 5th level and every 6 levels thereafter, a warrior poet receives an additional haiku, for a total of 5 haiku at 17th level.

To prepare or use a haiku, a warrior poet must have a Wisdom score equal to at least 12 + the “on” allowance of his subjects. The Difficulty Class (DC) for a saving throw against a warrior poet's haiku is 10 + 1/2 the warrior poet's class level + the warrior poet's Wisdom modifier.

Composition

A warrior poet must get 8 hours of sleep and study his poetry book for 1 hour in order to change his haiku. A warrior poet does not need to study his poetry book each day to refresh his daily uses of the orate haiku class feature (see below). Rather, in order to refresh his daily uses of the orate haiku class feature, a warrior poet need only get 8 hours of sleep each night. In essence, a warrior poet need not study his poetry book at all if he is happy with his current haiku selection. Further, if separated from his poetry book, a warrior poet can continue to use the haiku he has already prepared until he is reunited with it.

A warrior poet begins play with a poetry book containing 3 kireji. Further, his poetry book also begins play with topics equal to 2 + the warrior poet's Wisdom modifier, minimum 2. At each new warrior poet level, a warrior poet gains two of any combination of topics or kireji for which he meets all of the prerequisites. See **Section: Poetry Book** for a listing of available subjects and kireji.



At any time, a warrior poet may copy topics and kireji, found in other poetry books to his own. Given the nature of a warrior poet's art, special inks and paper are required. The special paper is, luckily, identical to that found in wizard spellbooks, thus allowing a warrior poet to buy a spellbook and scrawl poetry book on the front cover. Further, any magic items designed to record wizard spells can record kireji and topics without a problem. The ink cost to record a kireji or topic is equal to 100 gp times the effective minimum level of what is being recorded. For example, a kireji that requires 4 ranks in a skill effectively requires a minimum level of 4th and costs 400 gp to record. Kireji and topics take up a single page each in the poetry book.

Specialty stores are known to carry kireji and topics in convenient folios. Given the high cost of copying these to a primary poetry book after purchase, many experienced warrior poets are known to have a small library on their person. The market price of these folios is 150 gp times the effective minimum level of the kireji or topic. A folio of effective minimum level 10 or under weighs 1 pound, while a folio of effective minimum level 11 and above weighs 2 pounds.

Insightful Performance (Ex): At 1st level, a warrior poet has learned to approach poetry from both an intellectual standpoint and an emotional standpoint. If a warrior priest's Wisdom modifier is greater than his Charisma modifier, he adds his Wisdom modifier to his ranks in the Perform (oratory) skill to calculate his skill modifier. If done, this replaces the addition of his Charisma modifier to calculate his Perform skill modifier.

Orate Haiku (Su): At 1st level, a warrior poet has learned how to orate his haiku in such a way that he unleashes the magic inherent in their juxtaposition. Each individual haiku can be orated for a number of rounds per day equal to a warrior poet's ranks in the Perform (oratory) skill + his Wisdom modifier.

Haiku Performance and Maintenance

Starting to orate a haiku is a move action, but it can be maintained each round as a free action. When a warrior poet starts to orate a haiku, he chooses one of the haiku's two subjects to orate first. The effects of that subject's topics start immediately and persist for the duration of the oration, or until the warrior poet executes the haiku's kireji.

A warrior poet can end a performance in one of two ways. He can simply stop orating as a free action, or, when performing a kireji, he may choose to stop orating.

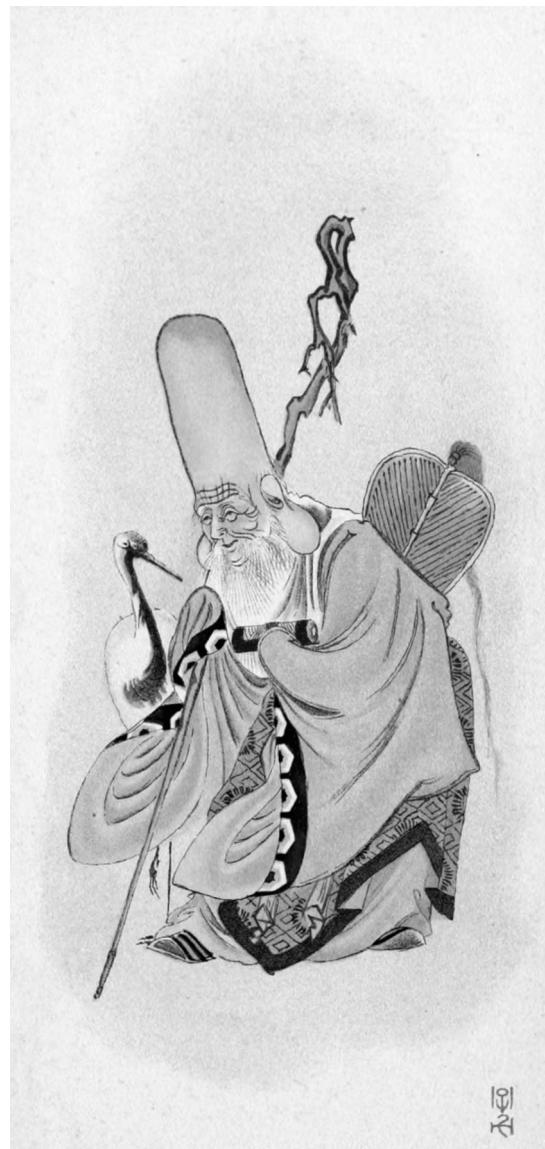
Orating a haiku cannot be disrupted, but it ends immediately if the warrior poet is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A warrior poet cannot have more than one haiku in effect at one time.

The Kireji

Whenever the warrior poet makes a full-attack action or an attack action (but not an attack of opportunity), he may declare any of those attacks to be the literal cut in his cutting word, his kireji. The declared attack gains the benefits of his currently-orated haiku's kareji, which may empower the poet, empower the attack itself, or produce an entirely unrelated effect.

When the warrior poet executes his kireji, all of the effects of the haiku's currently-orated subject stop immediately, and the effects of the other subject's topics begin and persist for the duration of the oration, or until he uses his kireji again. In this way, the warrior poet uses his cutting words to flip back and forth between his subjects, drawing power from the juxtaposition between them.

A warrior poet may only execute a single kireji per round.



Talismans (Su)

Practitioners of onmyōdō are known for their connection with the spirits that populate the world, and one of the most iconic interactions the material has with the spiritual is the manufacture of talismans fueled by the supernatural power of these spirits. Talismans are small tokens, usually made of cloth, paper, or wood, that have been decorated with glyphs showing the provenance of its source of power, and filled with one or more prayers that give that power direction.

A warrior poet begins play with two prayers for which he meets all of the prerequisites. At 2nd level and every two warrior poet levels thereafter, he gains an additional prayer for which he meets all of the prerequisites.

Talismans come in two flavors: o-fuda and omamori.

When placing a talisman (see the individual listings for o-fuda and omamori talismans), the warrior poet selects a single prayer that he knows that is compatible with the chosen type of talisman. For its duration, the talisman elicits the chosen prayer's effect.

To place a talisman, a warrior poet must have one hand free and a Wisdom score equal to at least $10 + \frac{1}{2}$ the effective minimum level of the prayer added to the talisman. For example, a prayer that requires 4 ranks in a skill effectively requires a minimum level of 4th. Each day, a warrior poet can place a number of talismans equal to his warrior poet level + his Wisdom modifier.

Both o-fuda and omamori talismans never allow saving throws. A talisman has hardness equal to the warrior poet's Wisdom modifier and hit points equal to three times the warrior poet's class level. Melee attacks made against an o-fuda talisman are made automatically successful, while melee attacks made against an omamori talisman are automatically successful if the subject of the talisman is willing to have its talisman struck; otherwise, the attack is made against the touch AC of the subject +2. Ranged attacks are made against an AC of 9 if the target is an o-fuda talisman or an omamori talisman worn by a willing subject, or made against the touch AC of the subject +2 if the subject is unwilling. If a talisman is reduced to 0 hit points, it is destroyed and its effects end immediately; otherwise, a talisman has a duration of 3 rounds + 1 round per warrior poet level.

O-fuda: O-fuda talismans were originally designed to ward entire households at once, keeping out evil spirits and bad luck, or promoting fortune and cheer within its boundaries. Taken out of its traditional home and made a tool for the adventuring practitioner of onmyōdō, o-fuda talismans are the gold standard for area warding. When an o-fuda talisman is placed on a solid surface in an unoccupied 5-foot square the warrior poet threatens, a standard action, it affects a 10-foot radius centered on the talisman. Once placed, an o-fuda becomes affixed to that surface and cannot be moved unless it is destroyed.

Omamori: Omamori talismans were originally designed for personal protection, and this translates well to the adventuring profession. When an omamori talisman is placed on a creature occupying a square the warrior poet threatens, a standard action, it affects just that creature. If the creature is not a willing recipient, then the warrior poet must make a melee touch attack. If successful, the talisman is affixed to the subject and cannot be removed unless it is destroyed. A failed melee touch attack provokes attacks of opportunity, but does not consume a daily talisman use.

Alternate Inflection (Su): At 2nd level, the warrior poet learns how to twist the meaning of his poetry by interjecting a different kireji at the last moment. He gains an inflection. An inflection is like a haiku, except that it has a kireji and no subjects. Whenever the warrior poet would execute a kireji, he may use the kireji native to the haiku he is orating, or he may execute the kireji prepared in his inflection.

The warrior poet may execute his inflection up to twice per day, plus an additional time per day at 6th level and every four warrior poet levels thereafter (max 6 uses at 18th level).



Omamori Edge (Ex): Starting at 4th level, the warrior poet gains the ability to place an omamori talisman onto a weapon as though it were a willing creature. This is a standard action that consumes one of the warrior poet's daily uses of the talisman class feature; however, the placed talisman is inactive. While inactive, it elicits no effect and does not consume its limited duration. A weapon may only have a single omamori talisman placed upon it in this manner at any one time.

As a swift action, the warrior poet may attack with a weapon upon which he has placed an inactive omamori talisman. On a successful hit, the inactive talisman is placed upon the struck creature and activates. On a failed attack, if the attack was a melee attack, the talisman remains inactive on the weapon; however, if the failed attack was a ranged attack, the inactive talisman launches with the ammunition and must be retrieved if a second attempt to activate it is desired. If the fired ammunition is destroyed on impact, then the talisman is also lost.

Only attacks made using omamori edge can move the placement of an inactive talisman from a weapon to a creature. If the warrior poet attacks a willing creature with omamori edge (perhaps in an attempt to place a talisman quickly), he may withhold his weapon's enhancement bonus to damage, as well as any positive ability modifiers to his damage roll.



Cutting Blade (Ex): Starting at 5th level, the base damage dice of any weapon the warrior poet wields while orating increases by +1d2. For example, a dagger becomes 1d4+1d2, a greatsword becomes 2d6+1d2, and so on. This increases to +1d4 at 9th level, +2d2 at 13th level, and +2d4 at 17th level. As base damage dice, they are multiplied on critical hits, have their damage type(s) determined by the damage type(s) of the weapon wielded, and are subject to damage reduction.

Accurate Omamori (Ex): Starting at 8th level, the warrior poet gains a +1 bonus to attack rolls made to deliver a talisman using the omamori edge class feature. This increases by +1 at 12th level and 16th level, to a maximum of a +3 bonus.

O-fudamori (Su): At 20th level, whenever the warrior poet places an o-fuda talisman, he may treat it as an omamori talisman for the purpose of its prayer. In all other respects, it is still an o-fuda talisman. In essence, this means that the warrior poet's o-fudamori talisman has the area of effect of an o-fuda and the raw power of an omamori.

This ability may be used three times per day, and can only be used if the o-fuda's prayer is compatible with both o-fuda and omamori talismans.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever they gain a level in a Favored Class, some races have the option of choosing from a number of other bonuses, depending upon their Favored Classes. The following options are available to the listed race who have warrior poet as their Favored Class, and unless otherwise stated, the bonus applies each time you select the listed Favored Class reward.

Aasimar – Whenever the poet begins to orate a subject without the *glorious dawn* topic, he may add the effects of the *glorious dawn* topic to that subject for 1 round as a free action. This ability may be used once per day for every 2 times this bonus has been taken.

Drow – Add +1/6 of a round to the duration of talismans delivered using the omamori edge class feature.

Dwarf – Whenever the poet begins to orate or maintains a subject without the *the mountain's bulk* topic, he may add the effects of the *the mountain's bulk* topic to that subject for 1 round as a free action. This ability may be used once per day for every 2 times this bonus has been taken.

Elf – Add +1/6 of a round to the daily duration of all of the poet's haiku.

Goblin – The poet may reroll the bonus damage dice granted by the cutting edge class feature once per day for each time this bonus has been taken. He must take the new result, even if it is worse, and cannot use multiple favored class bonus-granted rerolls on a single damage roll; however, if the poet has access to an ability that rerolls his entire damage roll, he may reroll his cutting edge damage dice as part of that full reroll and then expend the reroll granted by this ability either before or after the full damage dice reroll.

Gnome – Add +1/11 of a daily use of the o-fudamori class feature. When the poet gains a full use from this favored class bonus, he gains the o-fudamori class feature, but does not gain the daily uses granted at 20th level.

Half-elf – Add +1/3 of a talisman prayer.

Halfling – The first time this bonus is taken, choose a haiku. The daily duration of the chosen haiku increases by +1 round for each time this bonus has been taken.

Half-orc – Damaging talismans deal +1/3 damage on their first round of effect.

Hobgoblin – When delivering a talisman using omamori edge, the poet deals +1/2 damage to the target, friendly or no.

Human – Add +1/2 of a haiku topic.

Kitsune – Whenever the poet begins to orate or maintains a subject without the *a kitsune's ventriloquism* topic, he may add the effects of the *a kitsune's ventriloquism* topic to that subject for 1 round as a free action. This ability may be used once per day for every 2 times this bonus has been taken.

Kobold – The poet may use the omamori edge class feature to deliver an o-fuda talisman rather than an omamori talisman once per day for every 3 times this bonus is taken. An o-fuda talisman must be delivered to an unoccupied square, and treat that square as though it had an AC of 5.

Orc – Whenever the poet begins to orate or maintains a subject, he may add the effects of the *the mantis hunts* topic to that subject for 1 round as a free action. This ability may be used once per day for every 2 times this bonus has been taken.

Puddling – Add +1/6 of the Interjected Topic feat. Once the poet has the Interjected Topic feat, add +1/2 of a daily use of the Interjected Topic feat.

Tiefling – Whenever the poet begins to orate or maintains a subject without the *hare's paranoia* topic, he may add the effects of the *hare's paranoia* topic to that subject for 1 round as a free action. This ability may be used once per day for every 2 times this bonus has been taken.



Warrior Poet Archetypes

Much like the kireji that is central to their craft, warrior poets are themselves a living, breathing juxtaposition, and even a slight shift of the balance between warrior and poet can generate something totally new.

Kigoist (Archetype)

Those warrior poets who shed the trappings of the former portion of their name in order to focus on the latter portion of their name tend to take on the moniker of kigoist. This is derived from kigo, the seasonal reference found in traditional haiku.

Kigoists have the following class features:

Weapon Proficiency: A kigoist is proficient with simple weapons.

This ability modifies weapon proficiency.

Kigo (Sp): At 1st level, whenever a kigoist begins to orate, he dedicates his oration to a season: spring, summer, fall, or winter. Each time he expends a round of a haiku's daily duration, the season to which that haiku is dedicated gains a season charge. The maximum number of season charges each season may have dedicated to it is equal to 2 + the kigoist's Charisma modifier (minimum 2).

As a standard action, a kigoist may expend season charges from a season that has had them dedicated to it in order to cast a spell-like ability associated with that season. The number of season charges required to cast a spell-like ability varies from ability to ability.

When casting a spell-like ability using kigo, the kigoist has a caster level equal to his kigoist level and uses Charisma as his key ability.



Spring

create water - 1 charge
light - 1 charge

cure light wounds - 3 charges
entangle - 3 charges
flare burst - 3 charges

Starting at 4th level, the kigoist may cast the following:

aid - 5 charges
summon monster II
(Small air elemental only) - 5 charges

Starting at 8th level, the kigoist may cast the following:

grace - 5 charges
resist energy (acid) - 5 charges

Starting at 12th level, the kigoist may cast the following:

aid, mass - 7 charges
summon monster IV (1d4+1 Small air elementals
OR Medium air elemental only) - 7 charges



Summer

spark - 1 charge
touch of fatigue - 1 charge

burning hands - 3 charges
produce flame - 3 charges
sun metal - 3 charges

Starting at 4th level, the kigoist may cast the following:

blur - 5 charges
summon monster II
(Small fire elemental only) - 5 charges

Starting at 8th level, the kigoist may cast the following:

resist energy (cold) - 5 charges
scorching ray - 5 charges

Starting at 12th level, the kigoist may cast the following:

displacement (self only) - 7 charges
summon monster IV (1d4+1 Small fire elementals
OR Medium fire elemental only) - 7 charges



Fall

acid splash - 1 charge
resistance - 1 charge

divine favor - 3 charges
goodberry - 3 charges
magic fang - 3 charges
magic weapon - 3 charges

Starting at 4th level, the kigoist may cast the following:

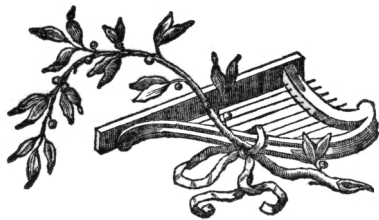
acid arrow - 5 charges
summon monster II
 (Small earth elemental only) - 5 charges

Starting at 8th level, the kigoist may cast the following:

burst of nettles - 5 charges
resist energy (electricity) - 5 charges

Starting at 12th level, the kigoist may cast the following:

greater magic fang - 7 charges
greater magic weapon - 7 charges
summon monster IV (1d4+1 Small earth elementals
 OR Medium earth elemental only) - 7 charges



Winter

dancing lights - 1 charge
ray of frost - 1 charge

bane - 3 charges
inflict light wounds - 3 charges
snowball - 3 charges

Starting at 4th level, the kigoist may cast the following:

darkness - 5 charges
summon monster II
 (Small water elemental only) - 5 charges

Starting at 8th level, the kigoist may cast the following:

resist energy (fire) - 5 charges
unshakable chill - 5 charges

Starting at 12th level, the kigoist may cast the following:

sleet storm - 7 charges
summon monster IV (1d4+1 Small water elementals
 OR Medium water elemental only) - 7 charges

Whenever the kigoist replenishes the daily duration of his haiku, he sets the number of season charges associated with each season to 0.

Cutting Dedication (Ex): Starting at 5th level, if the kigoist has been orating for at least 3 rounds since his last kireji, he dedicates that kireji to a season other than the one to which he is currently dedicating his oration. The season to which his kireji is dedicated gains 1 season charge.

Seasonal Rapidity (Sp): Starting at 5th level, whenever the kigoist would execute a kireji after orating for at least 3 rounds since his last kireji, he may cast a spell-like ability with a charge cost of 3 or less using the kigo class feature as his kireji instead. The chosen spell-like ability must be from the season to which his current haiku is dedicated. This effectively allows him to replace a single attack in a full-attack action with a spell-like ability, while also changing from one haiku subject to the other haiku subject.

This ability replaces omamori edge and accurate omamori.



Journeyman Dedicator (Ex): At 9th level, the maximum number of season charges each season can maintain with the kigo class feature increases by +1, to a minimum of 3.

Poetic Fortitude (Ex): At 9th level and 13th level, the number of rounds that each of the kigoist's haiku can be performed daily increases by +1.

This ability replaces cutting blade.

Morning Dedication (Sp): At 13th level, whenever the kigoist replenishes the daily duration of his haiku, his kigo class feature sets the number of season charges associated with each season to 2 rather than to 0.

Master Dedicator (Ex): At 17th level, the maximum number of season charges each season can maintain with the kigo class feature increases by an additional +1, to a minimum of 4.

Juxtaposed Seasons (Sp): At 20th level, whenever the kigoist has at least 5 season charges dedicated to each season with the kigo class feature, he may expend all of his season charges to cast a spell-like ability from each of the four seasons as a standard action. Three of the four spell-like abilities chosen must have a season charge cost of 3 or less, while the fourth must have a season charge cost of 5 or less.

This ability replaces o-fudamori.

Onmyōdō Feats

Aid of the Arcane

Your shikigami is fairly popular among the kami responsible for tending the world's arcane weave. Harnessing this unexpected aid, you find yourself capable of tapping deeper into this weave than can the average onmyōji.

Prerequisite: Aid of the minor kami class feature

Benefit: Your aid of the minor kami class feature allows you to select an additional wizard cantrip whenever you replenish your spirit pool.

In addition, you may cast *magic missile* 1/day as a spell-like ability with a caster level equal to your onmyōji level and Wisdom as your key ability.

Normal: The aid of the minor kami class feature grants knowledge of two wizard cantrips and two cleric orisons.

Aid of the Earth

Every rock, every tree, and every blade of grass has its own attendant spirit. Your shikigami knows most of them by name. This happy coincidence allows you to draw upon the might of the earth itself, if in a fairly roundabout fashion.

Prerequisite: Aid of the minor kami class feature

Benefit: Your aid of the minor kami class feature allows you to select a druid orison whenever you replenish your spirit pool.

In addition, you may cast *create flame* 1/day as a spell-like ability with a caster level equal to your onmyōji level and Wisdom as your key ability.

Normal: The aid of the minor kami class feature grants knowledge of two wizard cantrips and two cleric orisons.

Aid of the Kitsune

Kitsune understand how to request help, and then throw it in the helper's face by doing something completely unexpected with it.

Prerequisite: Aid of the minor kami class feature

Benefit: Whenever you are about to select your cantrips and orisons for the day with the aid of the minor kami class feature, you may choose not to select your full complement of cantrips and orisons. For each that you do not select, you gain 1 temporary spirit point that lasts for 24 hours.

Special: As Aid of the Kitsune is all about breaking expectations, it is not considered to be an "Aid" feat by spells, petitions, feats, and other abilities that care about such things.

Aid of the Minor Deity

A fair number of kami become their own distinct entity in the minds of mortals. The god of a local hot spring, locally notable, but regionally unimportant, is a prime example.

Prerequisite: Aid of the minor kami class feature

Benefit: Your aid of the minor kami class feature allows you to select an additional cleric orison whenever you replenish your spirit pool.

In addition, you may cast *cure light wounds* 1/day as a spell-like ability with a caster level equal to your onmyōji level and Wisdom as your key ability.

Normal: The aid of the minor kami class feature grants knowledge of two wizard cantrips and two cleric orisons.

Aid of the Minstrel

Being immortal creatures, many kami pick up an art of some sort to while away the time. A minor spirit responsible for making sure the grass in a single small field grows properly may take up weaving little baskets from blades of grass, while others take up music. Your shikigami is familiar with many such minor kami, and their skills are yours for the asking.

Prerequisite: Aid of the minor kami class feature

Benefit: Your aid of the minor kami class feature allows you to select an additional bard cantrip whenever you replenish your spirit pool.

In addition, you may cast *charm person* 1/day as a spell-like ability with a caster level equal to your onmyōji level and Wisdom as your key ability.

Normal: The aid of the minor kami class feature grants knowledge of two wizard cantrips and two cleric orisons.

Ally of the Kami

The kami like you, and tend to bend over backwards to ensure you stay safe.

Prerequisite: Extra Petition, spirit pool class feature

Benefit: The size of your spirit pool increases by +3.

Special: You can gain Ally of the Kami multiple times, but cannot gain Ally of the Kami more times than you have gained Extra Petition. Its effects stack.



Calligraphist

Your familiarity with calligraphy allows you to receive the help of a less-than-uniform grouping of dead calligraphists whenever you call out for their help.

Prerequisite: Aid of the calligraphists petition, aid of the functionaries petition

Benefit: The first time you cast each of the following petitions daily, its spirit point cost is set to 0:

- *aid of the calligraphists*
- *aid of the functionaries*

In addition, when you cast *aid of the calligraphists*, you may choose the same calligraphy style up to three times per casting when selecting how to affect each of your targets.

Normal: When you cast *aid of the calligraphists*, you may choose a particular calligraphy style up to once per casting when selecting how to affect each of your targets.

Deity Focus

All it takes is a little schmoozing to the right gods, and thunderbolts tend to be just a bit more electrifying when you ask for them.

Benefit: When you first gain Deity Focus, choose two petitions that you know. The Difficulty Class (DC) of any saving throw called for by the chosen petitions is increased by +1.

Special: You can gain Deity Focus multiple times. Each time, choose two more petitions that you know.

Extra Aid

Your shikigami's connections with the minor kami of the spirit world are fairly extensive.

Prerequisite: Aid of the Arcane OR Aid of the Earth OR Aid of the Minor Deity OR Aid of the Minstrel

Benefit: You may cast each of the spell-like abilities granted by the Aid of the Arcane, Aid of the Earth, Aid of the Minor Deity, and Aid of the Minstrel feats an additional time per day.

Extra Petition

You have forged more relationships with powerful kami than your peers have.

Prerequisite: Petition spirits class feature

Benefit: You gain one additional petition. You must meet all of the prerequisites for this petition.

Special: You can gain Extra Petition multiple times.

Extra Prayer

You have been asked for many ridiculous talismans over the course of your career.

Prerequisite: Talismans class feature

Benefit: You gain one additional talisman prayer. You must meet all of the prerequisites for this talisman prayer.

Special: You can gain Extra Prayer multiple times.

Extra Talisman

Rather than learn how to make a wider variety of talismans, you simply focus on making more of them.

Prerequisite: Talismans class feature

Benefit: You may place one additional talisman per day.

Special: You can gain Extra Talisman twice. Its effects stack.

Favored of the Great Kami

A powerful kami spirit has taken a shine to you for some reason, and it takes less asking to get her to help you.

Prerequisite: Petition spirits class feature

Benefit: Choose a single petition that you know. The spirit point cost of that petition is reduced by -1, to a minimum of 1.

Glowing Spirituality

It is easy for the kami to take notice of your actions when your soul glows like a lighthouse in the midst of a fog.

Prerequisite: Onmyōji level 10th, petition spirits class feature

Benefit: Choose an ability granted by the spirit pool class feature, such as *iron talismans*. Whenever you use that ability, you gain 1 temporary spirit point. This temporary spirit point lasts until the end of your turn.

Improved Shikigami

Though you may have outright captured it in a shell of paper, you care for your shikigami. After all, it's your most constant ally.

Prerequisite: Onmyōji level 8th, shikigami class feature

Benefit: Your shikigami gains a bonus feat. It must meet all of the prerequisites of this feat. If your shikigami is lost or dismissed, its replacement gains a bonus feat once it is bound to you.



Interjected Topic

We've all been there. You're flipping through a book of poetry and half of the damned things are about frogs, cherry blossoms, or happy little trees. This one poem starts off about crumbling city walls, and somehow ends with a frog. It's infuriating! As it turns out, you, too, are part of the problem. And you're proud about this, aren't you?

Prerequisite: Haiku class feature,
On capacity of 2 or greater per subject

Benefit: You gain an interjection. An interjection is like a haiku, except that it only has a single subject that has an On capacity of 1 and it cannot be orated. While orating a standard haiku, you may interject as a swift action, adding the effects of your interjection's topic to your current haiku's topics for 1 round. This may be done three times per day.

Lingering Reach

When projecting your influence into the spirit realm, you do not reach out as far as your peers, but, in doing so, you can keep your onmyotic equivalent of an arm held out for longer before your psyche gets tired.

Prerequisite: Reach of the spirits spirit pool ability

Benefit: Your reach of the spirits spirit pool ability now increases your reach by +5 feet for every two onmyōji levels you possess; however, the ability now persists for 1d3+1 rounds.

Normal: Your reach of the spirits spirit pool ability increases your reach by +5 feet per onmyōji level; however, it only persists for one round.

Origami Adept

You are a master of papercraft, which makes you a master of the self.

Prerequisite: Refold class feature

Benefit: Whenever you use the refold class feature, you gain DR 3/- for 1 minute, or until you have negated 9 points of damage in this manner, whichever comes first.

Petition the Minor Kami

You are adept at formally leveraging your shikigami's connections.

Prerequisite: Know the gift of the arcane petition OR gift of the earth petition OR gift of the minor deity petition OR gift of the minstrel petition

Benefit: The first "gift" petition you cast each day— gift of the arcane, gift of the earth, gift of the minor deity, or gift of the minstrel— has its spirit point cost set to 0.

Praise the Rest

They say that being creative is like a snowball. Once you get going, your ideas just keep getting bigger.

Prerequisite: Praise the X, kigoist level 9th

Benefit: Using the thematic criteria found in the Praise the X feat, choose a 1st-level spell for each of the three seasons that did not gain a new spell when you took the Praise the X feat. For example, if you chose entropic shield as a Spring spell with winds as your justification, you are now choosing a thematically-appropriate 1st-level spell for Summer, Fall, and Winter. As with Praise the X, all selections require Game Master approval.

Praise the X

Though still a traditionalist at heart, you've championed a haiku topic that isn't frogs, cherry blossoms, or happy little trees. Thank you.

Prerequisite: Kigo class feature

Benefit: Choose a 1st-level spell that meets the themes set forth for one of the seasons in the kigoist's kigo class feature. With Game Master approval, you gain the ability to cast the chosen spell as a spell-like ability with the kigo class feature. It costs 3 charges to cast.

Spring

Associated Element: Air

Opposed Element: Earth

Associated Spell Themes: Healing, protection, preemptive negation of enemy abilities

Opposed Spell Themes: Damage, debilitation

Summer

Associated Element: Fire

Opposed Element: Water

Associated Spell Themes: Damage, heat (a haze in the air with *blur*, sunstroke from *touch of fatigue*)

Opposed Spell Themes: Enhancement and protection that isn't heat-themed, healing

Fall

Associated Element: Earth

Opposed Element: Air

Associated Spell Themes: The harvest, weapon enhancement, damage over time, hazardous areas

Opposed Spell Themes: Direct damage, non-food healing

Winter

Associated Element: Water

Opposed Element: Fire

Associated Spell Themes: Damage, debilitation

Opposed Spell Themes: Enhancement, healing, protection



Shikigami-Familiar

Though such an arrangement typically involves belonging to strange and exotic bloodlines, following long forgotten universal mysteries, or an absolute mastery of the mind in all of its facets, it is possible for an individual to be entitled to both a shikigami and a familiar at once. Of the few who achieve this, many keep these partner roles separate. You, apparently, are not in this camp.

Prerequisite: Ability to possess a familiar, ability to possess a shikigami

Benefit: Rather than possessing a familiar and a shikigami as separate entities, you possess a single shikigami-familiar instead. Treat a shikigami-familiar as a standard shikigami, with the following differences:

- Immediately grant the shikigami-familiar a bonus feat when you take the Shikigami-Familiar feat. This feat must either be a familiar feat or a shikigami feat. If you lose your shikigami-familiar and subsequently gain a new one, it gains a bonus feat with the same restrictions.
- The shikigami-familiar is treated as both a shikigami and a familiar for the purpose of qualifying for feats.
- Increase the shikigami-familiar's hardness by +2, grant it a +1 luck bonus to AC and saving throws, and increase its maximum hit points by an amount equal to your character level.
- Each of the shikigami-familiar's mental ability scores (Intelligence, Wisdom, and Charisma) are set to the higher score to which it is entitled based on shikigami progression and familiar progression. (For example, if you are a 10th-level onmyoji who is somehow entitled to a familiar that treats you as though you have an effective level of 5th, each of your shikigami-familiar's mental ability scores are set to that entitled to a shikigami with a 10th-level master or a familiar with a 5th-level master, whichever is higher.)
- The shikigami-familiar gains all special abilities that would be granted to a familiar as its master increases in level. This is in addition to those that are granted to a shikigami as its master increases in level.
- The shikigami-familiar may place a talisman and deliver a touch spell of 1st level or lower with the same action.

Spiritual Fold

Minor origami folds don't necessarily even need to be actual creases in your body. They can be there in spirit.

Prerequisite: Origami pool class feature

Benefit: Whenever you expend origami points to fold your body for the day with the origami pool class feature, choose an additional origami fold with an origami point cost of 1. You must meet its prerequisites. The chosen fold elicits no effect innately; however, until the next time you fold your body for the day with the origami pool class feature, you may expend 1 spirit point as a swift action to gain the benefits of the chosen origami fold for 1 minute.

Spiritual Origami

While there is a limit to the number of times you can fold your own body while maintaining supernatural effect in doing so, the easy way around this problem is to hire on a kami to do the folding for you so that this kami's own supernatural essence fuels the fold's intent.

Prerequisite: Refold class feature

Benefit: As a standard action, you may expend 1 spirit point in order to gain a temporary use of the refold class feature. This temporary use persists for 1 hour, or until used.

Supporting Orator

Sometimes, a topic can't quite stand on its own, or needs a particular inflection. Fixing this is a specialty of yours.

Prerequisite: Warrior Poet 9

Benefit: Choose one of your haiku. Each of the chosen haiku's subjects may contain an additional topic with an On cost of 1; however, this additional topic fulfill one of the following two conditions:

1. The topic is a *kitsune's ventriloquism*.
2. The topic's only function is to modify the other topics in a subject.

Topic Favoritism

Your haiku variety is hampered by one topic you obviously adore above others.

Prerequisite: Haiku class feature, warrior poet level 3rd

Benefit: When you first gain Topic Favoritism, choose a topic that you know with an On cost of 1. Whenever you change the composition of your haiku, you may add this topic to one of your haiku subjects as though it had an On cost of 0.

Special: You may gain Topic Favoritism multiple times. Each time, the required warrior poet level increases by +6.

Multiple topics that have had their On cost set to 0 by Topic Favoritism may not be added to the same haiku.

Topic Focus

You tend to orate just a bit more clearly when your current subject is a favorite topic.

Prerequisite: Topic Favoritism

Benefit: The Difficulty Class (DC) of any saving throw called for by the topics present in a haiku subject containing a topic affected by the Topic Favoritism feat is increased by +1.



Verdant Ascendant

Slavers! Wretches! Anything they can achieve by throwing a leash upon one of your peers, you can emulate of your own free will.

Prerequisite: Shikigami ascendant level 9th

Benefit: Whenever you replenish your spirit pool for the day, you produce one green shoot as the green shoots portion of the bound shikigami ability of the mokusei archetype of the onmyōji base class.

You are also considered to have the green shoots portion of the bound shikigami class feature for the purpose of meeting the prerequisites of other feats.

Verdant Conglomeration

You've learned how to glom multiple green shoots into something that isn't quite a greenest shoot. You've decided to go with the comparative over the superlative and call them greener shoots.

Prerequisite: Bound shikigami class feature, ability to produce 3+ green shoots daily

Benefit: Whenever you are about to produce green shoots, you may choose to produce a greener shoot instead of a green shoot. A greener shoot follows all of the rules for a green shoot, save that the chosen petition may have a base spirit point cost of up to 2 and that it is considered to be a wand of a 5th-level spell (DC 17, CL 9th).

Verdant Focus

Your green shoots are significantly harder to withstand.

Prerequisite: Green shoots portion of the bound shikigami class feature

Benefit: The Difficulty Class (DC) of any saving throw called for by your green shoots, greener shoots, and greenest shoot is increased by +1.

Verdant Fortitude

Your mokugami produces green shoots that stand the test of time.

Prerequisite: Green shoots portion of the bound shikigami class feature

Benefit: Whenever your green shoots produced by the green shoots portion of the bound shikigami class feature would rot and become useless, you may choose a single green shoot you possess. The chosen green shoot does not rot and remains viable.

Special: If you also have the Verdant Conglomeration feat, you may choose a greener shoot you possess rather than a green shoot. If you do, you produce one fewer green shoot and cannot create a greener shoot that day.

Verdant Universality

You came across a mokusei one day, and though you didn't agree with his methods, his "green shoots" were particularly fascinating. As it turns out, the paper of your shikigami's origami shell was once wood, and one conference later, your shikigami's growing twigs right out of its body!

Prerequisite: Shikigami class feature, onmyōji level 9th

Benefit: Whenever you and your shikigami replenish your spirit pools for the day, your shikigami produces one green shoot as the green shoots portion of the bound shikigami ability of the mokusei archetype of the onmyōji base class.

You are also considered to have the green shoots portion of the bound shikigami class feature for the purpose of meeting the prerequisites of other feats.

Special: If you have the dual shikigami class feature (found in the shubo-sha archetype of the onmyōji base class), you can take Verdant Universality twice, once for each shikigami you possess.

Voluminous Loquacity

Sometimes, purple prose is the right thing to do!

Prerequisite: Haiku class feature

Benefit: Whenever you orate a haiku for a multiple of 5 rounds (5, 10, 15, etc.) without executing a kireji or ending your oration, that haiku immediately regains 1 round of its daily duration.

Whittled Ruination

Sometimes, you just need to blast something.

Prerequisite: Green shoots portion of the bound shikigami class feature

Benefit: You may activate green shoots, greener shoots, and greenest shoots as though they were wands of magic missile.

Whittled Magic

Your mokugami is eager to produce green shoots like some sort of factory worker, which begs the question: what on earth are you threatening to do if it refuses?

Prerequisite: Green shoots portion of the bound shikigami class feature, mokusei level 7th

Benefit: The green shoots portion of the bound shikigami class feature produces an additional green shoot daily.

Special: You can gain Whittled Magic multiple times. Its effects stack.



Shikigami Feats

Bejeweled Spirit (Shikigami)

You're one of those spirits who likes gold.

Prerequisite: Must be a shikigami

Benefit: You can wear an item in the neck slot.

Normal: A shikigami cannot wear or wield equipment.

Best Friends in High Places (Shikigami)

The mortals have made a huge story out of that time Ame-no-Uzume-no-Mikoto danced in the nude to get Amaterasu to quit moping and come out of a cave. You were there, and it was hilarious!

Prerequisite: Friends in High Places

Benefit: Choose one petition that you know. The Difficulty Class (DC) of all saving throws called for by that petition increases by +2. In addition, you treat your petitioner level as though it were +2 higher for the purpose of the chosen petition.

Bountiful Influence (Shikigami)

You can maintain a link with your master at a greater range.

Prerequisite: Powerful bond ability

Benefit: Treat your Hit Dice as though it were +2 higher for the purpose of the powerful bond ability.

Deific Rush (Shikigami)

Out of the way! Tiny god coming through!

Prerequisite: Must be a shikigami, master must have the petition spirits class feature

Benefit: Whenever you cast a petition, your hardness increases by +1d4 for 1 round.

Exceptional Spirit (Shikigami)

You are better, faster, or stronger than the average spirit.

Prerequisite: Must be a shikigami

Benefit: Choose an ability score other than Constitution. You gain a +2 insight bonus to the chosen ability score.

Special: You can gain Exceptional Spirit multiple times. Each time, choose a different ability score.

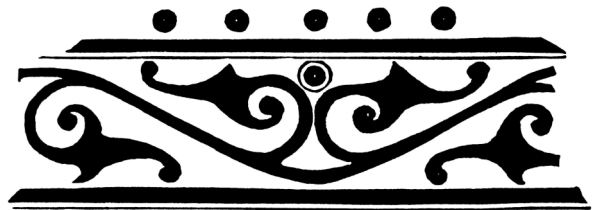
Friends in High Places (Shikigami)

The onmyōji speaks of some kami as though they were gods. For you, that "god" is simply the old guy who lives down the block, and he owes you a favor.

Prerequisite: Spirit pool class feature, must be a shikigami, master must have the petition spirits class feature

Benefit: Choose one petition that your master knows. You may cast this petition as though you were an onmyōji whose class level is equal to your Hit Dice. You do not need to meet the prerequisites of the petition, and you ignore the minimum Wisdom requirements necessary to cast a petition. By extension, you may cast petitions while mentally impaired in a way that typically halts the use of magic, such as the *feblemind* spell.

Special: You may take this feat multiple times. Each time, choose a different petition that your master knows.



Powerful Spirit (Shikigami)

As a spirit yourself, your spirit pool is not a measure of how powerful your connection with the spirit world is, but how powerful you are yourself. Luckily for your onmyōji, you're kind of a big deal. Unluckily for yourself, you're not a big enough deal to have gotten out of being bound to a piece of paper in the first place.

Prerequisite: Spirit pool class feature, must be a shikigami

Benefit: The size of your spirit pool increases by +2. In addition, your maximum hit points increase by +2.

Special: You can take this feat multiple times. Its effects stack.

Selfish Spirit (Shikigami)

Omamori are used to protect individuals, but the most important individual is yourself!

Prerequisite: Share talismans class feature, must be a shikigami

Benefit: Whenever you place an omamori on yourself, if you are within 20 feet + 5 feet/HD of your master, the duration of that omamori is based on your master's onmyōji level.

Normal: The duration of talismans you place is based on your Hit Dice.



Friendship Feats

What are Friendship Feats?

Friendship feats represent a close relationship with one of the Seven Lucky Gods, Buddhist figures who have been assimilated into Japanese culture, sometimes with some fairly dramatic changes. Each of the Seven Lucky Gods has a representative petition, and an onmyōji may take the corresponding friendship feat to make that petition significantly more powerful. Beware, only one friendship feat can be taken at a time!

Friend of Benzaiten (Friendship)

You are an ally of the singer herself, and her song inspires greater confidence because of this.

Prerequisite: Onmyōji level 12th, know the *song of benzaiten* petition

Benefit: The *song of benzaiten* petition now increases all morale bonuses granted to the subject by +1.

Normal: The *song of benzaiten* petition increases the largest morale bonus granted to the subject by +1.

Special: You may only have one friendship feat.

Friend of Bishamonten (Friendship)

You are one of Bishamonten's favored spirit speakers, and he is willing to come to your aid at a greater capacity.

Prerequisite: Onmyōji level 14th, know the *bishamonten's fury* petition

Benefit: The *bishamonten's fury* petition now causes the subject to roll three times and take the best result for the first attack it makes each round.

Normal: The subject of *bishamonten's fury* rolls twice and takes the better result for the first attack it makes each round.

Special: You may only have one friendship feat.

Friend of Daikoku-ten (Friendship)

When you're friends with the guy with the hammer, every shopping trip is a nail.

Prerequisite: Onmyōji level 8th, know the *bounty of the magic mallet* petition

Benefit: Your first daily use of the *bounty of the magic mallet* petition costs 0 spirit points.

Special: You may only have one friendship feat.

Friend of Ebisu (Friendship)

There's always a bigger fish on one of Ebisu's lines, and he's one to share with his friends.

Prerequisite: Onmyōji level 12th, know the *ebisu's catch* petition

Benefit: The *ebisu's catch* petition now targets an unoccupied 10-foot square. The carp produced by this petition now occupies a 10-foot square.

Normal: The carp produced by the *ebisu's catch* petition occupies a 5-foot square.

Special: You may only have one friendship feat.

Friend of Fukurokuju (Friendship)

Though Fukurokuju has a monopoly on raising the dead, he's willing to do so with less pomp and ritual if it's for a friend.

Prerequisite: Onmyōji level 14th, know the *fukurokuju's call* petition

Benefit: The material components cost of the *fukurokuju's call* petition is reduced by half, to a cost of 2,500 gp.

Special: You may only have one friendship feat.

Friend of Hotei (Friendship)

Like Hotei, you have learned to protect your happiness with a good belly laugh.

Prerequisite: Onmyōji level 10th, know the *hotei's contentment* petition

Benefit: While holding a charge of the *hotei's contentment* petition, you are immune to fear.

Special: You may only have one friendship feat.

Friend of Jurōjin (Friendship)

Those who have known you for a number of years have begun to ask how you remain so remarkably well-preserved. The answer is simple: you befriended the right deity.

Prerequisite: Onmyōji level 16th, know the *longevity of jurōjin* petition

Benefit: The *longevity of jurōjin* petition now grants fast healing equal to your Wisdom modifier if the subject's hit point total is negative.

Special: You may only have one friendship feat.



Petitions Summary

No Prerequisites

Aegis of the Sworn Defender - Petitioner gains temporary hit points equal to twice his petitioner level, but the remainder vanishes as soon as they absorb any damage whatsoever.

Fūjin's Wake - Allies within 30 feet gain a +10-foot enhancement bonus to base land speed, increasing by +5 for every five levels, and deal 1/2 petitioner level bonus damage on their first charge after being affected.

Kagutsuchi's Throes - A volcanic bomb strikes the earth within 60 feet, dealing 1d6 points of fire damage. Reflex halves. Every two petitioner levels, add another bomb, which strikes another square. Creatures that take 10 or more points of damage light on fire.

Kami Courier - Master gives shikigami 1 spirit point, or vice versa.

Kami of the Morning Dew - The next time the subject takes damage, it is healed for 1d8 points of damage, plus 1d8 more per two petitioner levels.

Kuraokami's Precipitation - Produce one or more stormclouds that deal 1d6 points of cold damage and reduce the base land, swim, and fly speeds of those underneath them by -10 feet each round.

Raijin's Thunderclap - One creature takes 1d4 points of electricity damage per petitioner level and is shaken or staggered for 1 round on a failed save starting at 10th level. Reflex halves.

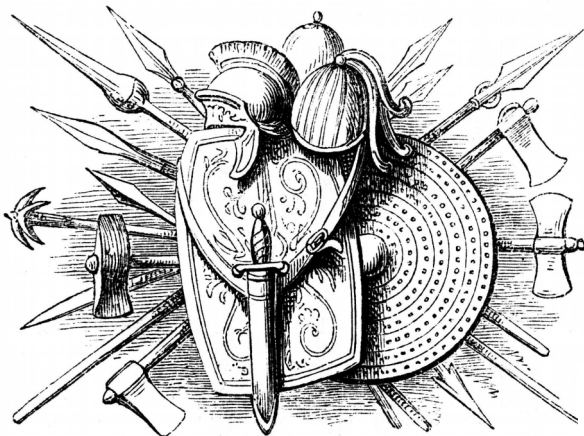
Reborn in Spring - The subject is healed of points of damage equal to the petitioner's level and then gains fast healing 1, increasing by 1 for every five petitioner levels, for 1 minute.

Tenjin's Plum - Magical plum absorbs damage and loss of character control (staggered, nauseated, knocked prone) from natural disasters.

Petitioner level 2nd

A Month in His Clothes - The subject becomes drenched with water commiserate with being outside for several weeks.

Uke Mochi's Feast - Produce enough food to feed one creature per two petitioner levels.



Petitioner level 4th

Advice of Kuebiko - When questioned about the short-term consequences of an action, Kuebiko responds with weal or woe.

Aid of the Calligraphists - Give up to five creatures within 30 feet one of five effects. None of these effects may repeat.

Cherry Blossoms on the Wind - All creatures within 30 feet, including the petitioner himself, have a 20% failure rate on all abilities that require verbal components, with the sole exception of the petitioner's own petitions.

Eight-fold Refined Liquor - A creature within 30 feet is made so drunk it falls asleep, and is sickened if awakened early.

Exile of the Moon - Subject treats all other creatures as though they were subject to the *sanctuary* spell.

Gift of the Arcane - Gain the ability to cast a 1st-level wizard spell three times as a spell-like ability.

Gift of the Earth - Gain the ability to cast a 1st-level druid spell three times as a spell-like ability.

Gift of the Minor Deity - Gain the ability to cast a 1st-level cleric spell three times as a spell-like ability.

Gift of the Minstrel - Gain the ability to cast a 1st-level bard spell three times as a spell-like ability.

On the Spring Breeze - The subject gains a fly speed of 30 feet with good maneuverability, increasing by +10 feet at 8th level and every four thereafter.

The Trickster's Touch - The petitioner assumes any Small or Medium humanoid shape, gaining many of the new form's natural abilities.



Petitioner level 6th

A Thousand Defenders - Spectral defenders deal 1d8 + 1/2 level force damage to creatures that begin their turn within 30 feet of the petitioner. Reflex halves.

Aid of the Functionaries - The petitioner gains information of the vitals of all creatures within 60 feet, as the status spell.

Inari's Pack - Gain the ability to command spectral foxes to trip creatures in range.

Lucky Day - The petitioner gains the Fortune witch hex temporarily.

Militia of Spirits - Summon one or more elementals.

Susano-o's Fury - Deal additional electricity damage, gain a bonus to hit, gain DR/-, but take a penalty to AC.

The Persuader's Charm - Each round, the subject must make a Will save or be confused for 1 round.

The Poet's Repast - Produce a number of ume fruits that function as *potions of cure moderate wounds*.

Yakushi's Gift - Choose disease or poison, then make a petitioner level check against each such effect affecting the subject. On a successful check, the effect is removed.

Petitioner level 8th

Bishamonten's Fury - The subject gains a +2 morale bonus to attack rolls and rolls twice and takes the better result on his first attack of the round.

Bounty of the Magic Mallet - The petitioner creates temporary commercial items worth up to 25gp each.

Flight of the Sun Goddess - Create an area of magical darkness centered on the petitioner that follows him as he moves. He may see through it unhindered.

Sun and Moon Divorced - Each of two subjects must succeed on a Will save to target the other subject with any single-target effect.

Unlucky Day - The petitioner gains the Misfortune witch hex temporarily.

Voice of the Spirits - The petitioner can speak and read the language of any intelligent creature.

Petitioner level 10th

Contentment of Hotei - Rubbing the petitioner's belly grants a creature a second saving throw against an illusion effect.

Ebisu's Catch - A giant carp impacts the ground each round, dealing 4d6 points of bludgeoning damage to anyone it successfully knocks prone.

Gifts Abound - The spell-like abilities granted by the various "gift" petitions and "Gift" feats are interchangeable. One daily use of one can now pay for a casting of another.

Scream of the Dishonored - The petitioner emits a 30-foot cone of wailing sounds, dealing 1d4 points of sonic damage per level and demoralizing for 1d4 minutes on a failed save. Fortitude halves.

Song of Benzaiten - The subject is immune to fear and increases the size of its largest morale bonus by +1.

Susano-o's Redemption - The subject gains temporary hit points each time it reduces a creature to 0 or fewer hit points.

Petitioner level 12th

Amaterasu's Brilliance - Creatures that begin their turn adjacent to the petitioner are blinded for 1 round. Fortitude negates.

Consult the Calendar - The petitioner changes the weather in a 2-mile-radius area, and the rajjin's thunderclap petition deals an additional point of damage per damage die within its bounds.

Kami's Vigilance - Force an extraplanar creature out of the current plane, with a 50% chance to be whisked away to a random plane rather than its home plane. Will negates.

The Poet's Rage - Creatures within 60 feet that damaged the petitioner since the end of his last turn take 1d4 points of electricity damage per level.

Petitioner level 14th

Fukorokuju's Call - Raise a creature from the dead with two permanent negative levels.

Inari's Brew - The petitioner and one creature per three levels gain the benefits of the *heroes' feast* spell.

Omoikane's Council - The creature with the greatest number of skill ranks in a Knowledge skill within 60 feet grants that many skill ranks in that skill to all other creatures in the area. Repeat for other Knowledge skills.

Petitioner level 16th

Council of the Thunder Gods - Four thunder gods form a council to create a thunderstorm. The god assigned to be the leader and the god assigned to be the functionary influence the properties of the storm.

Longevity of Jurōjin - If the subject would die from hit point damage, it falls into stasis instead, and if its hit point total would result in a living creature after stasis ends, then it remains alive, else it dies.





Petitions List

A Month in His Clothes

Requires: Petitioner level 2nd
 Range: 60 ft.
 Target: creature in range
 Casting Time: 1 standard action
 Duration: instantaneous
 Cost: 1 Spirit Point

The scarecrow god Kuebiko may know everything by virtue of being outside all day, but there is an associated cost to having such knowledge: namely, rain. The subject becomes soggy with the cumulative effects of several weeks of precipitation. This has a number of context-sensitive effects:

- If the subject is a creature with the fire subtype, it takes cold damage equal to the onmyoji's level. Fortitude negates.
- If the subject is lit on fire, and if that fire is mundane in nature, then the fire is put out.
- All firearms on the subject's person have their base misfire rate doubled for 1 hour, or until reloaded (no save).
- The subject's armor, if any, has its armor check penalty increased by -2 for 1 hour, or until donned again (no save).
- If the subject wears shoes, its base land speed is reduced by -5 feet, minimum 5 feet, for 1 hour, or until it removes those shoes or takes fire damage (no save).
- If the subject wears clothing or has fur, it gains fire resistance 5 for 1 hour, or until it takes fire damage (no save).



A Thousand Defenders [force]

Requires: Petitioner level 6th
 Range: 30 ft.
 Target: you
 Casting Time: 1 standard action
 Duration: 1 round/level
 Cost: 2 Spirit Points

The petitioner's cry for aid rings through the earth itself, calling up the spirits of fallen warriors, which manifest in spectral versions of the weapons they wielded in life. Creatures that begin their turn within 30 feet of the petitioner take 1d8 + half the petitioner's petitioner level (rounded down) force damage with a Reflex save for half.

Advice of Kuebiko

Requires: Petitioner level 4th
 Range: personal
 Target: you
 Casting Time: 1 round
 Duration: instantaneous
 Cost: 2 Spirit Points
 Material Components: Scented straw and clothing worth 25 gp

The scarecrow god Kuebiko is said to be wise and knowledgeable because he's outside all day, every day. For the same reason, Kuebiko is always in need of a new set of dry clothing. Clever petitioners know that supplying the latter gets access to the former.

The petitioner asks Kuebiko whether a particular action will bring good or bad results for him in the immediate future. Particularly convoluted questions are known to upset Kuebiko, and he may give a vague answer in return if somebody tries to get smart with him. When not annoyed, Kuebiko likes to answer simply and clearly with one of the following four responses.

- Weal (if the action will probably bring good results).
- Woe (for bad results).
- Weal and woe (for both).
- Nothing (for actions that don't have especially good or bad results).

Though Kuebiko's wisdom is almost without parallel, even he can see into the future only about half an hour, so anything that might happen after that does not affect his answer. Moreover, information that has never been outside, like the resting place of an artifact for the last thousand years, is unknown to Kuebiko. Thus, the result might not take into account the long-term consequences of a contemplated action, nor may it be accurate in the case of long-dead knowledge. All queries sent to Kuebiko by the same person about the same topic elicit the same answer.

Aegis of the Sworn Defender

Range: personal
 Target: you
 Casting Time: 1 immediate action
 Duration: 1 round or until discharged, see text
 Cost: 1 Spirit Point

A shield of pure spiritual energy springs up in front of the petitioner, granting him temporary hit points equal to twice his petitioner level. The next time the petitioner takes damage, the shield absorbs what it can, then falters and vanishes, ending the petition immediately. If, while this petition is active, the petitioner is dealt more damage from a single source than the number of temporary hit points granted by this petition, the spirit point cost of all petitions increases by +1 for 1 round.

Aid of the Calligraphists

Requires: Petitioner level 4th

Range: 30 ft.

Area: up to five creatures within a 30-ft. radius centered on you

Casting Time: 1 standard action

Duration: 1 minute

Cost: 2 Spirit Points

Thousands of spectral brushes, inksticks, and inkstones burst out of the ground, outright appear in midair, or flit from the pockets and pouches of nearby creatures, whereupon they begin to treat the skin of all those nearby as the canvas for their latest work. For each creature caught in this petition's area of effect, choose one of the calligraphy styles from the list below. You cannot choose the same style more than once per casting of this petition.

Clerical Script - The subject is covered in quick, precise strokes of script used by those who need to record quickly to keep up with the flow of information bombarding them, but also retain legible records. The subject's elemental resistances and immunities, including the exact magnitude of each resistance, become known to the petitioner. Should a resistance or immunity be gained or lost, or the magnitude of a resistance change, the petitioner is immediately aware.

Cursive Script - The subject is covered in quick swashes that look nothing like regular script, or its cousin, clerical script. Whereas the clerical is effectively regular script done hastily, the cursive is a shorthand made to record information as quickly as possible, to the detriment of legibility by those who aren't familiar with its unique symbology. To that end, the DC of all skill checks made to gather information about the subject's identity or activities, such as a Perception check to notice the activities of a Sleight of Hand check, a Perception check to unmask a Disguise check, Sense Motive checks, or Spellcraft checks made to determine the identity of a spell being cast, are increased by +4.

This effect does not assist the subject in remaining entirely unseen or unheard, so it does not increase the DC of any check made to combat the Stealth skill. Rather, it helps obfuscate actions and motivations rather than location.

Regular Script - The subject is covered in symbols that look nearly identical to clerical script, save for the fact that the rapid swoops of the clerical style have been slowed down to increase legibility. Once over the duration of this petition, the subject may tap into the patience inherent in regular script as an immediate action to reroll a single d20 roll whose result is not yet known. He must take the rerolled result, even if it is worse.

Seal Script - The subject is covered in the blocky symbols of the sort of script used in seals and official documents. This renders the subject effectively untouchable, as the *sanctuary* spell, but the effect only persists so long as the subject takes no action.

Semi-cursive Script - The subject is covered in swooping curves of symbols that flow artistically despite their rapidity to draw in comparison to the rapid boxiness of the clerical. The first 10 feet of the subject's movement each round does not provoke attacks of opportunity.

Aid of the Functionaries

Requires: Petitioner level 6th

Range: 60 ft.

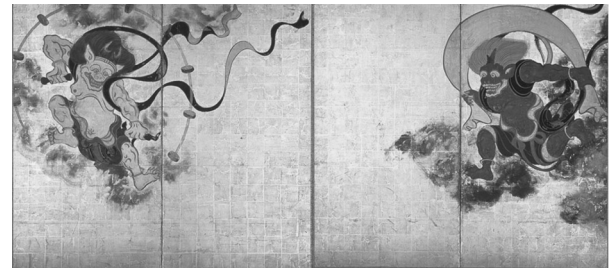
Area: All creatures within a 60-ft. radius centered on you

Casting Time: 1 standard action

Duration: 1 minute/level

Cost: 1 Spirit Point

The petitioner appeals to the spirits of the great functionaries and clerks of the past. Dozens of spectral inkpots, sheafs of parchment, and calligraphy pens appear in mid-air and go about recording every last detail of those in the area of the petition. For the duration of this petition, the petitioner has access to information regarding the health of all creatures within 60 feet of him, as though they were under the effects of the *status* spell. The radius of this petition moves with the petitioner.

**Amaterasu's Brilliance**

Requires: Petitioner level 12th

Range: personal

Target: you

Casting Time: 1 standard action

Duration: 1 round/2 levels

Cost: 1 Spirit Point

The petitioner glows with the blessing of the sun goddess herself. Creatures who begin their turn adjacent to the petitioner are blinded for 1 round with a Fortitude save to negate.

Bishamonten's Fury

Requires: Petitioner level 8th

Range: 60 ft.

Target: one willing creature

Casting Time: 1 standard action

Duration: 1 round/3 levels

Cost: 1 Spirit Point

The petitioner appeals to Bishamonten, warrior-guardian of the Seven Lucky Gods. Accordingly, the subject's eyes begin to glow red with the influence of the great warrior himself, granting the subject a +2 morale bonus on attack rolls. In addition, the subject rolls twice and takes the better result for the first attack it makes each round.



Bounty of the Magic Mallet

Requires: Petitioner level 8th
 Range: personal
 Target: you
 Casting Time: 1 standard action
 Duration: permanent
 Cost: 2 Spirit Points

Daikoku-ten, member of the Seven Lucky Gods, is associated with commerce and trade, as well as with owning a powerful "magic wishing mallet" that can simply swing at thin air and smack whatever it is he desires into being. This weapon has made him a household figure, and his favor can be quite powerful indeed.

A plaintive request to Daikoku-ten results in a spontaneously-generated pile of commercial goods. The petitioner selects a single commercially-available, non-magical item with a market value of 25 gp or less for every three petitioner levels he possesses. The selected items appear in the petitioner's bags, in his open hands, at his feet in the space he occupies, or wherever makes the most sense at the time. He may consume or give away these objects freely, but should anyone attempt to sell or manufacture another object with an object produced in this manner, it vanishes immediately. Daikoku-ten demands that a fortune be made through effort, not by begging his hammer. Whenever a petitioner uses this petition, all objects made by this petition the last time it was used vanish.

Cherry Blossoms in the Wind

Requires: Petitioner level 4th
 Range: 30 ft.
 Target: 30-ft. radius centered on you
 Casting Time: 1 standard action
 Duration: 1 minute/level
 Cost: 1 Spirit Point

A plume of cherry blossoms whips up around the petitioner and moves as he does. These blossoms have a tendency to fly into mouths at the most inopportune of times, imposing a 20% failure chance on the initiation or maintenance of all abilities with verbal components attempted by creatures within the radius, save the petitioner's own petitions. This includes spells with verbal components, both the activation and per-round maintenance of orated bardic performances, a warrior poet's haiku, and so on.

Consult the Calendar

Requires: Petitioner level 12th
 Range: 2 miles
 Area: 2-mile radius centered on you
 Casting Time: 10 minutes
 Duration: 1 day
 Cost: 3 Spirit Points

The onmyōji changes the weather as the *control weather* spell. The *raijin's thunderclap* petition deals an additional point of damage per damage die within the bounds of this petition's area of effect.

Contentment of Hotei

Requires: Petitioner level 10th
 Range: personal
 Target: you
 Casting Time: 1 standard action
 Duration: 1 hour or until discharged
 Cost: 1 Spirit Point

The petitioner appeals to Hotei, god of happiness, for help with being content with the world as it is. The next willing creature to rub the petitioner's belly, a standard action that provokes attacks of opportunity, may immediately make a new saving throw against a single illusion effect affecting it. The rubbing creature chooses the illusion effect to contest in this manner. If this new saving throw is successful, the illusion effect ends immediately. The petitioner may rub his own belly.



Council of the Thunder Gods [electricity, sonic]

Requires: Petitioner level 16th

Range: 60 ft.

Target: you

Casting Time: 1 standard action

Duration: 4 rounds

Cost: 2 Spirit Points

When a pantheon of gods is so numerous that a multitude of deities share portions of their portfolios, every act of god becomes a committee. The petitioner's protestations call forth Fūjin, Raijin, Tenjin, and Susano-o, gods of thunder or lightning all. Select one god to be the leader of the committee and one god to be the functionary of the committee. The influence of these figures modifies the nature of the storm they are about to create together. If this petition is cast by a shikigami (but not a shikigami ascendant), choose a functionary, but not a leader. In addition, when cast by a shikigami (but not a shikigami ascendant), this petition has a duration of 3 rounds.

Upon casting this petition and at the beginning of the petitioner's turn for the remainder of its duration, a bolt of lightning strikes a target creature within 60 feet, dealing 3d8 points of electricity damage with a Reflex save for half. When the duration of this petition expires, the gods vanish with a sonorous thunderclap, deafening all other creatures within 60 feet for 1d4 minutes with a Fortitude save to negate. A petitioner may only have up to one instance of *council of the thunder gods* ongoing at any one time.

Fūjin (*Wielder of the Windbag*)

Leader - Thunderbolts deal +1d8 electricity damage. Those damaged by a thunderbolt are staggered for 1 round with a Fortitude save to negate.

Functionary - Thunderbolts deal +1d8 electricity damage and ignore 10 points of electricity resistance.

Raijin (*Least Diversified of the Bunch*)

Leader - Thunderbolts produce a clap of thunder, dealing 2d6 points of sonic damage to all other creatures within 10 feet of the target struck with a Fortitude save to negate.

Functionary - Thunderbolts deal +2d6 sonic damage. This sonic damage is wholly negated on a successful Reflex save.

**Tenjin** (*Poet, Plum-lover, Zapper of Corrupt Officials*)

Leader - The duration of the petition increases by +2 rounds. In addition, if the petitioner would be reduced to 0 or fewer hit points by a source of damage, a bolt of lightning immediately strikes him, healing him of 3d8 points of damage, plus whatever damage modifiers are applied by the thunderstorm's functionary. (For example, if the functionary is Raijin, this thunderbolt heals the onmyoji for 3d8+2d6.) The petitioner may only be struck by lightning once per round in this manner, and the petition's remaining duration decreases by -2 rounds whenever it does so.

Functionary - The duration of the petition increases by +1 round. In addition, the first creature killed or destroyed by this petition's lightning sprouts an ume tree laden with 2d4 fruits. Treat these ume fruits as *potions of cure light wounds* with a caster level equal to the petitioner's petitioner level. If not eaten within 1 hour, the ume lose their healing properties, but are still exceptionally tasty fruits.

Susano-o (*Amaterasu's Impulsive Brother*)

Leader - The Difficulty Class (DC) of any saving throw called for by the petition increases by +1. Whenever a creature makes a successful Reflex save against a thunderbolt, it takes three-quarters damage rather than half damage. In addition, spells and abilities that allow a creature to wholly negate damage on a successful Reflex save for half damage, such as evasion, do not function against this petition's thunderbolts.

Functionary - Thunderbolts deal +1d8 electricity damage. In addition, whenever two or more '1's are rolled for thunderbolt damage, that thunderbolt deals an additional +2d8 electricity damage.

Ebisu's Catch

Requires: Petitioner level 10th

Range: 60 ft.

Target: an unoccupied 5-foot square

Casting Time: 1 standard action

Duration: 1 round/2 levels

Cost: 2 Spirit Points

Ebisu, fisherman of the Seven Lucky Gods, always has an extra fish to lend to those in need. An enormous, flopping carp appears out of nowhere and lands in the designated 5-foot square. Once per round and in a swift action, if the petitioner is within range of the carp, he may direct the carp to flop into the air and land in a 5-foot square that is both within 20 feet of the carp's current location and within 60 feet of the petitioner. If another creature occupies this 5-foot square, the carp makes a combat maneuver check against that creature with a CMB equal to the petitioner's petitioner level + his Wisdom modifier. If the combat maneuver is successful, the creature occupying the 5-foot square takes 4d6 points of bludgeoning damage and is knocked prone. The carp makes a combat maneuver check, as detailed above, against creatures that begin their turn in a 5-foot square occupied by it.



Eight-fold Refined Liquor

Requires: Petitioner level 4th
Range: 30 ft.
Target: one creature
Casting Time: 1 standard action
Duration: instantaneous
Cost: 1 Spirit Point

When Susano-o slew the great worm Yamata-no-Orochi, he did not attack head on. Instead, he got the beast very, very drunk and the rest became quite easy. The petitioner earnestly calls forth a small measure of the eight-fold refined liquor used to defeat the beast, putting the subject to sleep for 1d4 minutes with a Fortitude save to negate. If awoken early for any reason, the subject is sickened for 1d4 rounds with no saving throw allowed.

Exile of the Moon

Requires: Petitioner level 4th
Range: 30 ft.
Target: one creature
Casting Time: 1 standard action
Duration: 1 round/level
Cost: 1 Spirit Point

When Tsukuyomi-no-Mikoto slew Uke Mochi, his sister Amaterasu-ōmikami effectively disowned him and ensured that she would never have to look upon him again. Thus, the sun presides over the day and the moon over the night. The petitioner can replicate this exile on a smaller scale; the subject treats all other creatures as though they were under the effects of the *sanctuary* spell. Whenever the petitioner performs an action that would end the effects of the *sanctuary* spell, this petition ends immediately.

Flight of the Sun Goddess

Requires: Petitioner level 8th
Range: 30 ft.
Target: you
Casting Time: 1 standard action
Duration: 1 minute/level
Cost: 2 Spirit Points

The petitioner calls forth that portion of the sun goddess Amaterasu that still grieves the loss of one of her favorite handmaidens at the hands of her hotheaded brother, Susano-o. Warmth and light flees from the local area, producing a 30-ft.-radius area of magical darkness, as the *greater darkness* spell, centered on the petitioner. This area of magical darkness moves as the petitioner moves. In addition, for the duration of this petition, the petitioner gains the ability to see through areas of magical darkness unhindered.

Fūjin's Wake

Range: 30 ft.
Area: all allies in a 30-ft.-radius burst centered on you
Casting Time: 1 standard action
Duration: 1 minute/level
Cost: 1 Spirit Point

A gust of wind from Fūjin's windbag grants all allies in the area of effect a +10-foot bonus to base land speed.

This is an enhancement bonus. In addition, the first time an affected ally charges after becoming subject to this petition, it gets a bonus to its next damage roll made that round equal to half the petitioner's petitioner level (rounded down). This bonus to base land speed increases by +5 feet for every five petitioner levels the petitioner possesses.

Fukorokuju's Call

Requires: Petitioner level 14th
Range: touch
Target: dead creature touched
Casting Time: 10 minutes
Duration: instantaneous
Cost: 4 Spirit Points
Material Components: Incense, silks, and powdered silver worth 5,000 gp

Though Jurōjin and Hotei are associated with longevity and happiness, respectively, Fukorokuju is associated with happiness, longevity, and wealth all at once, and is the only member of the Seven Lucky Gods who is known to be able to raise the dead. Accordingly, when a petitioner needs help reattaching an eternal spirit to a mortal body, it is Fukorokuju and Fukorokuju alone who can help.

Petitioning Fukorokuju restores life to a deceased creature. This petition can raise a creature that has been dead for no longer than 1 week per petitioner level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the petition does not work.

Coming back from the dead is an ordeal. The subject of the petition gains two permanent negative levels when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be raised). A character who died with spells prepared has a 50% chance of losing any given spell upon being raised. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell.

A raised creature has a number of hit points equal to its current HD. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the petition closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this petition. Constructs, elementals, outsiders, and undead creatures can't be raised. The petition cannot bring back a creature that has died of old age.



Gift of the Arcane

Requires: Aid of the Arcane, petitioner level 4th
 Range: personal
 Target: you
 Casting Time: 1 minute
 Duration: see text
 Cost: 3 Spirit Points

The petitioner formally petitions some of the lesser spirits who have long helped him informally thanks to his shikigami. Select a single 1st-level spell from the wizard spell list. The petitioner gains the ability to cast this spell three times as a spell-like ability with a caster level equal to his petitioner level and Charisma as his key ability. This petition lasts until the petitioner performs his third casting of the chosen spell, until he replenishes his spirit point pool, or until he uses this petition again, whichever comes first.

At 11th level, the spirit point cost of this petition decreases by -1. This does not stack.

Gift of the Earth

Requires: Aid of the Earth, petitioner level 4th
 Range: personal
 Target: you
 Casting Time: 1 minute
 Duration: see text
 Cost: 3 Spirit Points

The petitioner formally petitions some of the lesser spirits who have long helped him informally thanks to his shikigami. Select a single 1st-level spell from the druid spell list. The petitioner gains the ability to cast this spell three times as a spell-like ability with a caster level equal to his petitioner level and Charisma as his key ability. This petition lasts until the petitioner performs his third casting of the chosen spell, until he replenishes his spirit point pool, or until he uses this petition again, whichever comes first.

At 11th level, the spirit point cost of this petition decreases by -1. This does not stack.

Gift of the Minor Deity

Requires: Aid of the Minor Deity, petitioner level 4th
 Range: personal
 Target: you
 Casting Time: 1 minute
 Duration: see text
 Cost: 3 Spirit Points

The petitioner formally petitions some of the lesser spirits who have long helped him informally thanks to his shikigami. Select a single 1st-level spell from the cleric spell list. The petitioner gains the ability to cast this spell three times as a spell-like ability with a caster level equal to his petitioner level and Charisma as his key ability. This petition lasts until the petitioner performs his third casting of the chosen spell, until he replenishes his spirit point pool, or until he uses this petition again, whichever comes first.

At 11th level, the spirit point cost of this petition decreases by -1. This does not stack.

Gift of the Minstrel

Requires: Aid of the Minstrel, petitioner level 4th
 Range: personal
 Target: you
 Casting Time: 1 minute
 Duration: see text
 Cost: 3 Spirit Points

The petitioner formally petitions some of the lesser spirits who have long helped him informally thanks to his shikigami. Select a single 1st-level spell from the bard spell list. The petitioner gains the ability to cast this spell three times as a spell-like ability with a caster level equal to his petitioner level with Charisma as his key ability. This petition lasts until the onmyōji performs his third casting of the chosen spell, until he replenishes his spirit point pool, or until he uses this petition again, whichever comes first.

At 11th level, the spirit point cost of this petition decreases by -1. This does not stack.

Gifts Abound

Requires: *Any two of* - Gift of the Arcane, Gift of the Earth, Gift of the Minor Deity, Gift of the Minstrel; petitioner level 10th
 Range: personal
 Target: you
 Casting Time: 1 minute
 Duration: see text
 Cost: 0 Spirit Points

Though it galls the kami who have so graciously given him their power, the petitioner may request cooperation between the various groups of kami that give him aid. Given the spirit speaker's status among their people, the minor spirits reluctantly agree to work together.

When casting a spell-like ability granted by any of the following feats or petitions: Aid of the Arcane, *gift of the arcane*, Aid of the Earth, *gift of the earth*, Aid of the Minor Deity, *gift of the minor deity*, Aid of the Minstrel, or *gift of the minstrel*, the petitioner may expend a use of any other spell-like ability granted from an ability on the aforementioned list rather than expend a use of the spell-like ability he is actually casting. Each time the petitioner consumes a use of another spell-like ability to power the one he is casting, there is a cumulative 10% chance that the kami quit cooperating and begin bickering and fighting instead. This does not affect the casting of the current spell-like ability, but the petition ends immediately after casting that spell. This petition may only be used once per day and lasts until the petitioner refreshes his spirit point pool or until the kami quit cooperating and begin to bicker, whichever comes first.

If this petition is used by a shikigami, then the cumulative chance that the kami quit cooperating and begin bickering and fighting instead is reduced to 5%. This reflects the fact that the shikigami considers these minor kami to be personal friends, knows their quirks, and understands how to get them to sit around a table and cooperate for a longer period of time.

**Inari's Brew**

Requires: Petitioner level 14th
 Range: personal
 Target: you
 Casting Time: 10 minutes
 Duration: 8 hours
 Cost: 3 Spirit Points

Inari Ōkami also happens to preside over tea and sake. Taking advantage of this, a full "beverage service" appears in the petitioner's hands as he begins to cast this petition, and remains in his hands for the duration of the casting. Up to one creature per three petitioner levels may partake of the beverage service. Upon the completion of the petition, the beverage service vanishes, and the petitioner, as well as all those who partook of the service, gain the benefits of the *heroes' feast* spell, save that all of its effects last for 8 hours.

Should the petition be interrupted for any reason, it is ruined and all of its effects are negated.

**Inari's Pack**

Requires: Petitioner level 6th
 Range: 30 ft.
 Target: you
 Casting Time: 1 standard action
 Duration: 1 round/2 levels
 Cost: 2 Spirit Points

Inari Ōkami, presiding over foxes, agriculture, metallurgy, industry, prosperity, tea, and anything that can be made from rice, is one of the most diversified kami in existence. Calling upon the kami of foxes, the petitioner gains the assistance of an entire pack of spectral foxes. Once per round as a swift action, he may elect to have a spectral fox perform a trip combat maneuver on a single creature in range. The spectral fox automatically hits and has a CMB equal to the petitioner's petitioner level + his Charisma modifier. The fox vanishes immediately after performing its trip.

Kagutsuchi's Throes [fire]

Range: 60 ft.
 Effect: one or more volcanic ejections
 Casting Time: 1 standard action
 Duration: instantaneous
 Cost: 1 Spirit Point

Kagutsuchi was born at the very end of the age of creation. His mother, unready for the godling's portfolio, died to horrific burns in the process of childbirth, which prompted Kagutsuchi's father to chop him up into little pieces, making an array of volcanoes.

A spheroid of molten stone and earth, plus an additional spheroid for every two petitioner levels beyond 1st, belches forth out of nowhere just above the petitioner's head and impacts a 5-foot square in range. Creatures in the impacted square, or any square adjacent to the impacted square, take 1d6 points of fire damage with a Reflex save for half. Multiple spheroids cannot impact the same square, but if a creature would be subject to the radii of multiple spheroids, treat their damage as a single source and make a single Reflex save to halve all incoming damage. Starting at 10th level, creatures that take 10 or more points of damage from kagutsuchi's throes, after all forms of mitigation, light on fire as the rules for alchemist's fire.

Kami Courier

Range: 60 ft.
 Target: see text
 Casting Time: 1 standard action
 Cost: 1 Spirit Point
 Requires: Shikigami class feature

The petitioner asks the ambient minor kami of the local area to support his shikigami, granting it 1 temporary spirit point and 1d4 temporary hit points that last for 1 hour.

If the petitioner is a non-ascendant shikigami, the petitioner asks the ambient minor kami of the local area to support its master, granting him 1 temporary spirit point and 1d4 temporary hit points that last for 1 hour.

Special: This petition may only be used once per hour.

Kami of the Morning Dew

Range: 60 ft.
 Target: one willing creature
 Casting Time: 1 standard action
 Duration: 1 minute
 Cost: 1 Spirit Point

The petitioner asks for the aid of nearby nature spirits. A strange being, about the size of a child's doll and composed entirely of hovering dewdrops, appears in the space occupied by the subject. The next time the subject takes damage, the dew-being explodes in a spray of fine mist, healing that ally for 1d8 points of damage, plus an additional 1d8 points of damage for every two petitioner levels the petitioner possesses. After the dew-being explodes, this petition ends immediately. If the duration of the petition expires naturally, the dew-being explodes, healing the subject as detailed above.

Kami's Vigilance

Requires: Petitioner level 12th
 Range: 60 ft.
 Target: one extraplanar creature
 Casting Time: 1 standard action
 Duration: instantaneous
 Cost: 2 Spirit Points

The kami have worked hard to get the world to work as nicely as it does. As such, all the petitioner need do to prompt a forced deportation is point out that something doesn't belong.

This petition forces an extraplanar creature back to its proper plane if it fails a Will save. If the petition is successful, the creature is instantly whisked away, but there is a 50% chance of actually sending the subject to a plane other than its own. Kami don't really care where the outsider goes, so long as it's no longer where they live.

Kuraokami's Precipitation [cold]

Range: 60 ft.
 Effect: one or more precipitating clouds
 Casting Time: 1 standard action
 Duration: 1 round + 1 round/3 levels
 Cost: 1 Spirit Point

A miniscule, roiling stormcloud— the dragon-god of rain and snow's calling card— appears 15 feet above a 5-foot square within range and begins to disgorge an unpleasant wintry mix. Creatures that begin their turn directly under this stormcloud take 1d6 points of cold damage and have their base land speed, fly speed, and swim speed reduced by -5 feet (minimum 5 feet) for 1 round. A successful Fortitude save negates the slowing effect. At 7th and 13th levels, *kuraokami's precipitation* produces an additional stormcloud when initially cast. Once per round as a move action, the petitioner may direct each of his stormclouds to move such that it is both within 20 feet of its current location and within 60 feet of the petitioner. A stormcloud that is more than 60 feet away from the petitioner cannot be directed.

Longevity of Jurōjin

Requires: Petitioner level 16th
 Range: 60 ft.
 Target: one willing creature
 Casting Time: 1 standard action
 Duration: 1 round/level
 Cost: 2 Spirit Points

The petitioner beseeches Jurōjin, god of longevity, for the blessing of long life. The shadow of the subject becomes that of a deer. The next time the subject would be killed by hit point damage, he instead falls into a kind of stasis, neither dead nor alive, but utterly lifeless to an outside observer. While in stasis, the subject is helpless and can be healed or take additional hit point damage as normal. When the petition ends, if the subject's hit point total is such that he would not be dead were he not in stasis, then the subject comes out of stasis alive and well, or, at the very least, bleeding out and on the verge of death; otherwise, the subject comes out of stasis dead.

Lucky Day

Requires: Petitioner level 6th
 Range: personal
 Target: you
 Casting Time: 1 minute
 Duration: 24 hours
 Cost: 4 Spirit Points

The petitioner's divinations have revealed that today will be a glorious day! Fortune shines upon the world, making it an excellent day for a festival, or for toppling a firmly-entrenched foe. The petitioner gains the following ability.

Fortune (Ex): As an immediate action, you can reroll any one d20 roll that you have just made before the results of the roll are revealed. You must take the result of the reroll, even if it's worse than the original roll. You can use this ability twice per day, and one additional time per day for every five petitioner levels you possess.

Using lucky day ends unlucky day immediately.

Militia of Spirits

Requires: Petitioner level 6th
 Range: 60 feet
 Effect: one summoned elemental creature
 Casting Time: 1 round
 Duration: 1 round/level
 Cost: 2 Spirit Points

The petitioners petitions the spirits of the land itself, and some of them rise up to lend their aid, for a time. Choose air, earth, fire, or water. An elemental of the chosen type appears where the petitioner designates and acts immediately, on his turn. It attacks the petitioner's opponents to the best of its ability. If he can communicate with his elemental, the petitioner can direct it not to attack, to attack particular enemies, or to perform other actions. The size of the elemental that comes to the petitioner's aid is based on his petitioner level, as given by the table below.

When using this petition, the petitioner may choose to take a -3 penalty to his effective petitioner level for the purpose of determining the size of the elemental called forth by this petition. If he does, an additional elemental rises up to assist the petitioner. This penalty can be taken multiple times. If a petitioner summons additional elementals in this manner, he may choose a different elementals for each elemental summoned. For example, a 15th level onmyōji may take a -6 penalty to his effective petitioner level to summon a Large air elemental, a Large earth elemental, and a Large fire elemental.

Elementals called forth in this manner are not summoned creatures. They are spirits of the land itself and are assisting the petitioner because they want to, not because they are being coerced into doing so. As they are native beings, certain types of elemental may be unavailable in exceptional locations. For example, water elementals likely won't exist in the Elemental Plane of Fire, and earth elementals may be scarce in a city nestled in the clouds.

Table: Militia of Spirits

Onmyōji Class Level	Elemental Size
3rd-5th	Small
6th-8th	Medium
9th-11th	Large
12th-14th	Huge
15th-17th	Greater
18th-20th	Elder

Omoikane's Council

Requires: Petitioner level 14th

Range: 60 feet

Area: all allies in a 60-foot radius centered on you

Casting Time: 1 standard action

Duration: 1 minute/level

Cost: 2 Spirit Points

Omoikane is a knowledge god with a particularly interesting way of going about expressing the core of his portfolio. Though a very intelligent being on his own, his greatest talent is his ability to meld minds together to combine their greatest strengths.

If an ally in the area has more ranks in a Knowledge skill than any other ally in the area, or is tied for the most ranks, then all other allies in the area have that many ranks in that Knowledge skill, to a maximum of their Hit Dice.

On the Spring Breeze

Requires: Petitioner level 4th

Range: 60 ft.

Target: one willing creature

Casting Time: 1 standard action

Duration: 1 minute/level

Cost: 1 Spirit Point

The petitioner summons thousands of ethereal cherry blossoms, which surround the subject and grant a measure of supernatural buoyancy. The subject gains a fly speed of 30 feet with good maneuverability, trailing these cherry blossoms wherever he goes. At 8th level and every four petitioner levels thereafter, the fly speed granted to the subject increases by +10 feet.

Raijin's Thunderclap [electricity]

Range: 120 ft.

Target: one creature

Casting Time: 1 standard action

Cost: 1 Spirit Point

Duration: instantaneous

A peal of lightning strikes the target, dealing 1d4 points of electricity damage per petitioner level with a Reflex save for half damage. Starting at 10th level, creatures that fail their Reflex save against this petition are shaken for 1 round, or staggered for 1 round if already shaken.

Reborn in Spring

Range: 30 ft.

Target: one willing creature

Casting Time: 1 standard action

Cost: 1 Spirit Point

Duration: 1 minute

Leaves and twigs sprout from the body of the subject, healing it for points of damage equal to the petitioner's petitioner level immediately and granting fast healing 1. This fast healing increases by +1 for every five petitioner levels the petitioner possesses. Unliving creatures, such as undead and constructs, are immune to this petition.

Scream of the Dishonored [sonic]

Requires: Petitioner level 10th

Range: 30 ft.

Area: cone-shaped burst

Casting Time: 1 standard action

Cost: 2 Spirit Points

Duration: instantaneous

There are those who died in less than honorable circumstances, and, once the memories of mortal life become dull and faded, it is the crucial moment of dishonor that burns forever in the mind. The petitioner calls forth these tortured beings, which let loose a collective howl of self-pitying anguish, dealing 1d4 points of sonic damage per petitioner level to creatures in the area. A successful Fortitude fortitude save halves the damage. Creatures who fail their Fortitude save are demoralized for 1d4 minutes.

Song of Benzaiten [mind-affecting]

Requires: Petitioner level 10th

Range: 30 ft.

Target: one willing creature

Casting Time: 1 standard action

Cost: 1 Spirit Point

Duration: 1 round/level

Like most of the other Seven Lucky Gods, Benzaiten presides over wealth and happiness, but she is also the goddess of music, and it is this that sets her apart. A gentle song of hope and happiness plays in the subject's mind, granting immunity to fear and increasing the largest single morale bonus granted to the subject, if any, by +1.

Sun and Moon Divorced

Requires: Petitioner level 8th
 Range: 60 ft.
 Target: two creatures in range
 Casting Time: 1 standard action
 Duration: 1 minute
 Cost: 2 Spirit Points

Just as Tsukuyomi and Amaterasu have nothing to do with each other these days, each subject of this petition must succeed on a Will save in order to target the other subject with any single target spell, ability, or attack. On a failed Will save, the subject must commit to performing that action upon a different target. If unable to find another valid target, any limited resources used to fuel that ability, such as points from a pool or spell slots, are wasted, and the action meant to perform the forbidden ability is lost.

If both subjects spend a standard action in the same round to reconcile their differences, the effects of sun and moon divorced end immediately.

Susano-o's Fury [electricity, emotion]

Requires: Petitioner level 6th
 Range: personal
 Target: you
 Casting Time: 1 standard action
 Duration: 1 round/level
 Cost: 1 Spirit Point

The petitioner becomes filled with the fury of the impulsive thunder god Susano-o, dealing an additional point of electricity damage on a successful hit, gaining a +1 bonus to hit, gaining DR 1/-, and taking a -1 penalty to AC. For every three petitioner levels the petitioner possesses beyond 3rd, the bonuses and penalties granted by this petition increase by +1 and -1, respectively.

Susano-o's Redemption

Requires: Petitioner level 10th
 Range: 60 feet
 Target: one creature
 Casting Time: 1 standard action
 Duration: 1 minute/level
 Cost: 1 Spirit Point

When the thunder god Susano-o slew his sister's favored handmaiden, he redeemed himself by killing something that actually deserved to die. Whenever the subject reduces a creature to 0 or fewer hit points, it gains temporary hit points equal to that creature's number of Hit Dice. These temporary hit points last for 5 rounds, and the subject may not gain temporary hit points from the same creature more than once.

**Tenjin's Plum**

Range: personal
 Target: you
 Casting Time: 1 standard action
 Duration: 10 minutes/level, max 2 hours
 Cost: 1 Spirit Point

Invoking the poet-made-god of natural disasters, scholarship, and plums, the petitioner conjures an exact replica of one of the plums that used to grow on that one particular tree that Sugawara no Michizane, now Tenjin, favored in his mortal life. Both the plum and whosoever holds it are immune to damage from natural disasters, including sandstorms, thunderstorms, burning buildings, and even lava cascading down a mountain. For each point of damage prevented by tenjin's plum that would otherwise be taken by its holder, its remaining duration decreases by 1 minute. Additionally, the holder of tenjin's plum is immune to any effect sourced from a natural disaster that would stagger him, nauseate him, or knock him prone. For each such effect prevented, the remaining duration of tenjin's plum decreases by 10 minutes.

Note that tenjin's plum only protects against natural disasters, not supernatural disasters, and not merely dangerous bits of nature in its resting state. For instance, lava cascading down a volcano is a disaster, while lava happily bubbling in its caldera is not.

The Persuader's Charm [mind-affecting]

Requires: Petitioner level 6th
 Range: 60 ft.
 Target: one creature
 Casting Time: 1 standard action
 Cost: 1 Spirit Point
 Duration: 1 round/level

Ame-no-Uzume-no-Mikoto is a goddess of mirth and revelry who is demonstrably adept at getting others to do what she wants. Amusingly, she's gotten so good at this that she tends to ask for several conflicting favors at once. When called upon by a petitioner, she manifests as a whirlwind of riotous laughter, which burrows into the mind of the subject. Each round, the subject must make a Will save or be confused for 1 round.

The Poet's Rage [electricity]

Requires: Petitioner level 12th
 Range: 60 feet
 Area: qualifying creatures in a 60-ft. radius
 Casting Time: 1 standard action
 Duration: instantaneous
 Cost: 2 Spirit Points

Tenjin was once a mortal poet who was slain for being critical of the government. After this death, a horrible storm descended upon the land. Most were spared its wrath, but, inexplicably, those few it killed were powerful officials. The petitioner informs Tenjin of an unjust attempt on his life, and the vengeful poet responds. All creatures in range that have dealt damage to the petitioner since the end of his last turn take 1d4 points of electricity damage per petitioner level with a Reflex save for half.



The Poet's Repast

Requires: Petitioner level 6th
Range: personal
Target: you
Casting Time: 1 standard action
Duration: instantaneous
Cost: 2 Spirit Points

Tenjin, god of scholarship, poetry, and disastrous weather, also has the ume tree in his portfolio simply because he adores their fruit. Tenjin makes a bounty of this fruit available to the petitioner, placing 1d3 ume fruits at his feet, plus an additional fruit for every six petitioner levels the petitioner possesses beyond 6th. Treat these ume fruits as *potions of cure moderate wounds* with a caster level equal to the petitioner's petitioner level. If not eaten within 8 hours, the ume lose their healing properties, but are still exceptionally tasty fruits.

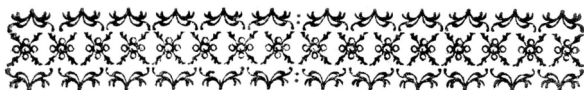
The Trickster's Touch

Requires: Petitioner level 4th
Range: personal
Target: you
Casting Time: 1 standard action
Duration: 1 minute/level (D)
Cost: 1 Spirit Point

With the help of Tanuki, the petitioner assumes the form of any Small or Medium creature of the humanoid type. If the form he assumes has any of the following abilities, he gains the listed ability: darkvision 60 feet, low-light vision, scent, and swim 30 feet.

Small creature: If the form the petitioner takes is that of a Small humanoid, he gains a +2 size bonus to his Dexterity.

Medium creature: If the form the petitioner takes is that of a Medium humanoid, he gains a +2 size bonus to his Strength.



Uke Mochi's Feast

Requires: Petitioner level 2nd
Range: personal
Target: you
Casting Time: 1 standard action
Duration: instantaneous
Cost: 1 Spirit Point

Though slain by Amaterasu's brother Tsukuyomi on account of being "disgusting", the remains of Uke Mochi still produce the food she created in life. At the onmyoji's request, the head of Uke Mochi appears and spits forth enough fish, rice, wild game, and other food to feed one creature per two petitioner levels. This food is perfectly wholesome, if a bit unappetizing due to its means of delivery.

Unlucky Day

Requires: Petitioner level 8th
Range: personal
Target: you
Casting Time: 1 minute
Duration: 24 hours
Cost: 5 Spirit Points

The petitioner's divinations suggest that today will be a horribly unlucky day! Do absolutely nothing out of the ordinary, and invest additional vigilance in everyday tasks, for anything that can go bad will go bad. The petitioner gains the following ability.

Misfortune (Ex): As an immediate action, you can force a creature within 30 feet to reroll any one d20 roll that it has just made before the results of the roll are revealed. The creature must take the result of the reroll, even if it's worse than the original roll. Once a creature has suffered from your misfortune, it cannot be the target of this ability again for 1 day.

Using *unlucky day* ends *lucky day* immediately.



Voice of the Spirits

Requires: Petitioner level 8th
Range: personal
Target: you
Casting Time: 1 standard action
Cost: 1 Spirit Point
Duration: 1 hour/level

The petitioner gains the ability to speak, read, and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. He may speak only one language at a time, although he may be able to understand several languages. *Voice of the spirits* does not enable the petitioner to speak with creatures who don't speak. The petitioner can make himself understood as far as his voice carries.

Yakushi's Gift

Requires: Petitioner level 6th
Range: 60 ft.
Target: one willing creature
Casting Time: 1 standard action
Cost: 2 Spirit Points
Duration: instantaneous

The benevolent Yakushi is a god of healing whose primary focus is in the curing of illness and deformities rather than in their prevention. When petitioning Yakushi, choose disease or poison. The petitioner must make a petitioner level check (1d20 + petitioner level) against the DC of each effect of the chosen type affecting the target. Success means that the effect ends immediately.

Tal ismans Summary

No Prerequisites

Byouki Heyu

O-fuda - Grant fast healing 1, increasing by +1 at 8th and 16th level

Omamori - Grant fast healing 2, increasing by +1 at 6th, 12th, and 18th level

Choju

O-fuda - Grant petitioner level maximum hit points

Omamori - Grant petitioner level maximum hit points

Confoundment

O-fuda - Grant concealment in the area

Omamori - Grant concealment in a 5-foot radius around the subject

Dampen Elements

O-fuda - Choose an energy type, then give allies resistance equal to petitioner level

Omamori - Choose an energy type, then give subject resistance equal to petitioner level

Ganko-sa

O-fuda - Grant a +2 resistance bonus, increasing by +1 for every six petitioner levels (max +5)

Omamori - Grant a +2 resistance bonus, increasing by +1 for every four petitioner levels (max +5), plus a +1 morale bonus to saving throws at 12th level

Kubosa

O-fuda - none

Omamori - Grant a competence bonus equal to petitioner level to Perform checks made to earn a living; lasts 24 hours

Protection from Antipodes

O-fuda - Grant a +2 deflection bonus to AC against creatures who oppose at least one of the subject's alignment axes, increasing by +1 at 8th, 13th, and 18th levels

Omamori - Grant a +2 deflection bonus to AC and a +2 resistance bonus to saving throws against creatures who oppose at least one of the subject's alignment axes, increasing by +1 at 8th, 13th, and 18th levels

Rokuhisago

O-fuda - A creature in the area may damage the talisman to gain an additional saving throw against a condition, preventing it but none of the condition source's other effects (such as hit point damage) on a successful saving throw.

Omamori - The subject may damage the talisman to gain an additional saving throw against a condition, preventing it but none of the condition source's other effects (such as hit point damage) on a successful saving throw.

Spirit Promoter

O-fuda - none

Omamori - Grant 1 temporary spirit point that lasts for the talisman's duration

Petitioner level 3rd

Apprenticeship

O-fuda - Grant all allies in the area the ability to cast one of the orisons or cantrips learned via aid of the minor kami.

Omamori - Grant the subject the ability to cast all orisons and cantrips learned via aid of the minor kami.

Education

O-fuda - Grant 1/2 petitioner level competence bonus to one Knowledge skill

Omamori - Grant 1/2 petitioner level competence bonus to all Knowledge skills

Empower Elements

O-fuda - Choose an energy type; all sources of that type deal +1 damage and ignore some resistance if sourced from weapons

Omamori - Choose an energy type; all sources of that type deal +1d4 damage and ignore some resistance if sourced from weapons

Fertility

O-fuda - none

Omamori - If placed upon a pregnant creature daily for fully half of her term of pregnancy, an additional child is born.

Foresight

O-fuda - Grant a +4 insight bonus to next attack roll

Omamori - Grant a +10 insight bonus to next attack roll

Gankake

O-fuda - Channeled energy effects heal for +1d6 points and grant a +1 sacred bonus to attack rolls for +1d4 rounds

Omamori - Channeled energy effects heal for +2d6 points and grant a +2 sacred bonus to attack rolls for +1d4 rounds

Hishi

O-fuda - Cover the area in caltrops

Omamori - Give the subject a bag, which can be used to cover areas in caltrops

Moeru Shita

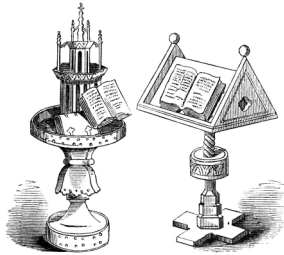
O-fuda - Choose acid, cold or fire, then grant the ability to spit that energy type, dealing 1d8+level damage on a successful hit

Omamori - Choose acid, cold or fire, then grant the ability to spit that energy type, dealing 1d8+level damage on a successful hit, plus 1/2 level damage to those within 5 feet on a successful hit

Protection from Spirits

O-fuda - Grant a +2 deflection bonus to AC against incorporeals, and all weapons wielded by those affected are magical for the purpose of affecting incorporeals; at 11th level, they are also *ghost touch*

Omamori - Grant a +3 deflection bonus to AC against incorporeals, and all weapons wielded by the subject have *ghost touch* and deal +1d6 points of damage to incorporeal creatures

**Sacrifice****O-fuda** - none**Omamori** - Before damage is dealt, redirect it to the petitioner**Spirit Amplifier****O-fuda** - Petitions deal and heal 1 additional point of damage per three levels in the area**Omamori** - The subject's petitions deal and heal 1 additional point of damage per two levels**Petitioner level 5th****Clamdiver's Boon****O-fuda** - Creatures in the area gain the ability to breathe water as though it were air.**Omamori** - The subject gains the ability to breathe water as though it were air, and gains a 30-ft. swim speed.**Fukashi****O-fuda** - Grant invisibility with the same restrictions as the *invisibility* spell.**Omamori** - Grant invisibility that eventually gains the restrictions of the *greater invisibility* spell.**Kami's Guidance****O-fuda** - An ally in the area can damage the talisman to gain a retroactive +1 luck bonus to an attack roll.**Omamori** - The subject can damage the talisman to increase the natural roll of an attack roll by +1, but only before the results are known.**Kibin****O-fuda** - Grant 1 round of the *haste* spell's effect to allies that begin their turn in the area.**Omamori** - Grant the effects of the *haste* spell.**Shiawase****O-fuda** - If not suffering from a fear effect, grant a +1 morale bonus to Strength, increasing by +1 at 10th and 17th levels.**Omamori** - If not suffering from a fear effect, grant a +2 morale bonus to Strength and Constitution, increasing by +1 at 10th and 17th levels.**Yakuyoke****O-fuda** - none**Omamori** - The subject's age-based penalties are reduced by one age category**Yakuzaishi****O-fuda** - Heals 1 point of ability damage each round**Omamori** - Heals 1 point of ability damage to each ability score each round**Petitioner level 7th****Censured Warding****O-fuda** - Entering or staying in the area deals 1d8+level force damage**Omamori** - none**Kami's Misdirection****O-fuda** - An ally in the area can damage the talisman to gain a retroactive +1 luck bonus to AC.**Omamori** - The subject can damage the talisman to decrease the natural roll of an enemy attack roll by -1, but only before the results are known.**Sukēpugōto - Physical****O-fuda** - Half of all slashing, piercing, and bludgeoning damage dealt to creatures in the area is dealt to the talisman.**Omamori** - Half of all slashing, piercing, and bludgeoning damage dealt to the subject is dealt to the talisman.**Vengeful Flames****O-fuda** - Creatures that hit in melee in the area take 1d8 + 1/2 level fire damage**Omamori** - Creatures that attack the subject in melee take 1d8 + 1/2 level fire damage

Petitioner level 9th**Alchemy**

O-fuda - Manufactured weapons and the natural weapons of constructs in the area are adamantite, cold iron, or silver, overwriting their native material.

Omamori - The subject's weapons have a +2 enhancement bonus, or a +2 bonus to any existing enhancement bonus.

Belly Resection Defensive

O-fuda - none

Omamori - The subject regains honor, more-or-less as the *atonement* spell.

Enmusubi

O-fuda - A charmed or compelled creature may make another saving throw when attacking a creature it doesn't want to attack in the area.

Omamori - A charmed or compelled creature may make another saving throw when attacking the subject, if it doesn't want to attack the subject. If the compulsion is broken, +2 morale bonus to attack and damage

Kaiun

O-fuda - Grant a +1 luck bonus to AC, skill checks, and saving throws

Omamori - Grant a +2 luck bonus to AC, skill checks, and saving throws

Katsuryoku

O-fuda - Grant a +4 insight bonus to saving throws against death effects

Omamori - Grant a +4 insight bonus to saving throws against death effects, and reduce the amount of negative levels gained by any effect by -1 (min 0)

Michihiroki

O-fuda - none

Omamori - Grant the ability to roll twice and take the best on attack rolls, skill checks, and saving throws; one roll per six levels

Nogitsune

O-fuda - Grant all weapons the wounding special ability, stacking to bleed damage of Wisdom modifier/3

Omamori - Grant the subject's weapons the wounding special ability, stacking to bleed damage of Wisdom modifier

Traffic Safety

O-fuda - Grant a +4 bonus to CMD against bull rush and overrun, plus 1d4 temporary hit points per six levels

Omamori - Grant a +4 bonus to CMD against bull rush and overrun, trampling overruns do half damage, and grant 1d4 temporary hit points per six levels

**Petitioner level 11th****Kenkoh**

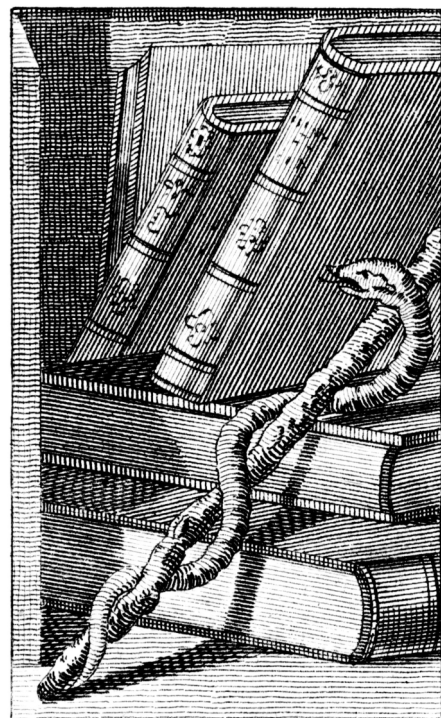
O-fuda - Grant a +2 insight bonus to saving throws against poisons, diseases, and curses.

Omamori - The subject is immune to poisons, diseases, or curses.

Penanggalan

O-fuda - Creatures in the area take 1 point of damage, plus an additional point of damage for every four petitioner levels. Damage is returned as temporary hit points.

Omamori - The subject takes 1 point of damage, plus an additional point of damage for every two petitioner levels. Damage is returned as temporary hit points, or as healing if the talisman reduces its subject to 0 or fewer hit points.

**Petitioner level 13th****Zone of Communion**

O-fuda - Shikigami may use the *reach of the spirits* spirit pool ability for free.

Omamori - none

Petitioner level 15th**Sukēpugōto - Magical**

O-fuda - Whenever a creature in the area fails a saving throw against a spell, spell-like ability, or supernatural ability, all hit point damage that it deals is dealt to the talisman instead.

Omamori - Whenever the subject fails a saving throw against a spell, spell-like ability, or supernatural ability, all hit point damage that it deals is dealt to the talisman instead.



Talismans List

Alchemy

Requires: Petitioner level 9th

Spirits of the natural world can replicate the work of alchemists with an alacrity that makes the latter green with envy.

O-fuda: When placing this talisman, choose adamantite, cold iron, or silver. All manufactured weapons, as well as natural weapons wielded by constructs, in the area are treated as the chosen metal for the purpose of overcoming damage reduction. This overwrites whatever special materials those weapons are made of.

Omamori: The enhancement bonus of all weapons wielded by the subject increases by +2, to a maximum of one-third the petitioner's petitioner level (rounded down, max +5). If the subject wields a weapon without an enhancement modifier, it becomes a +2 weapon.

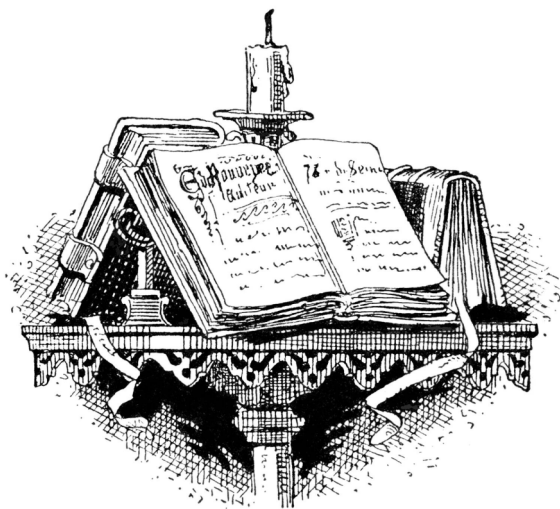
Apprenticeship

Requires: Aid of the minor kami class feature, petitioner level 3rd

One of the better ways to entice others to become onmyoji is to give them a taste of what could be theirs.

O-fuda: When placing this talisman, choose a cantrip or orison that the petitioner has learned via the aid of the minor kami class feature. All allies in the area gain the ability to cast the chosen cantrip or orison at will with a caster level equal to the petitioner's petitioner level and Wisdom as their key ability.

Omamori: The subject gains the ability to cast any of the cantrips or orisons the petitioner has learned via the aid of the minor kami class feature at will with a caster level equal to the petitioner's petitioner level and Wisdom as his key ability.



Belly Resection Defensive

Requires: Petitioner level 9th

Rather than commit seppuku, an individual in need may be able to appeal to the kami in order to regain honor.

O-fuda: none

Omamori: This talisman grants a way to regain honor without resorting to disembowelment. The subject must be truly repentant and desirous of setting right its misdeeds. If the repentant creature committed its dishonorable act unwittingly or under some form of compulsion, *belly resection defensive* functions normally at no cost to the repentant creature; however, in the case of a subject seeking atonement for deliberate misdeeds, the kami demand a sacrifice of 2,500 gp in precious metals, gems, and art objects. If demanded, the offering must be placed at the subject's feet before the duration of the talisman ends, else there is no effect. If the kami are paid, or if the kami demand no payment, they intercede to restore honor in the following ways.

Restore Class: A paladin, or other class, who has lost her class features due to violating the alignment restrictions or ethical code of her class may have her class features restored by this talisman.

Restore Cleric or Druid Spell Powers: A druid who has lost the ability to cast spells may regain that ability by seeking the intercession of the kami. This talisman can do the same for a cleric, but only if that cleric's spells are sourced from a kami.

Byouki Heyu

Wishing that people stay healthy is all well and good, but, let's face it: people get sick. Accordingly, there's a talisman for that.

O-fuda: All allies in the area have fast healing 1. This fast healing increases by +1 at 8th and 16th level.

Omamori: The subject has fast healing 2. This fast healing increases by +1 for every six petitioner levels the petitioner possesses.

Censured Warding

Requires: Petitioner level 7th

Sometimes, to protect one's own, something else needs to be hurt to get the message to stay away.

O-fuda: Creatures that enter or begin their turn in the area take 1d8 + the petitioner's petitioner level points of force damage.

Omamori: none

Choju

Longevity is a common desire, and choju talismans reportedly help to extend life.

O-fuda: The maximum hit points of all allies in the area increases by an amount equal to the petitioner's petitioner level.

Omamori: The subject's maximum hit points increases by an amount equal to the petitioner's petitioner level.

Clamdiver's Boon

Requires: Petitioner level 5th

Sometimes, there's just not enough air in your lungs to reach that next shelf of clams. That's when having the local priest as a personal friend can be helpful.

O-fuda: All creatures within the area gain the benefits of the *water breathing* spell.

Omamori: The subject gains the benefits of the *water breathing* spell, as well as a 30-ft. swim speed.

Confoundment

Some omamori are not designed to ward away evil spirits, for particularly persistent spirits can find a way in eventually, but rather to confuse those spirits that penetrate the other lines of defense.

O-fuda: All creatures in the area have concealment

Omamori: The subject, as well as all other creatures whose entire bodies occupy space within 5 feet of the subject, have concealment.

Censured Warding

Requires: Petitioner level 7th

Sometimes, to protect one's own, something else needs to be hurt to get the message to stay away.

O-fuda: Creatures that enter or begin their turn in the area take 1d8 + the petitioner's petitioner level points of force damage.

Omamori: none

Dampen Elements

A word of warding can reduce, or even negate, the damaging power of the elements.

O-fuda: When placing the talisman, choose acid, cold, electric, fire, force, or sonic. All allies in the area have resistance equal to the petitioner's petitioner level against the chosen energy type.

Omamori: The subject has resistance equal to the petitioner's petitioner level against acid, cold, electric, fire, and sonic damage.

Education

Requires: Petitioner level 3rd

Educational omamori are very popular among students, while o-fuda with an educational slant can be found in institutions. Taken out of the home and into the dungeon, these talismans can be used to help decipher forgotten languages and the like.

O-fuda: When placing the talisman, choose a single Knowledge skill. All allies in the area have a competence bonus equal to half the petitioner's petitioner level (rounded down) to the chosen skill.

Omamori: The subject has a competence bonus equal to half the petitioner's petitioner level (rounded down) to all Knowledge skills.

**Empower Elements**

Requires: Petitioner level 3rd

Nearby kami can be convinced to help the recipient of such a talisman, lending their power to weaponry whose modus operandi is similar to their own.

O-fuda: When placing the talisman, choose acid, cold, electricity, or fire. Weapon special abilities, spells, and abilities that deal damage of the chosen energy type enhancing weapons allies in the area wield deal an additional point of damage of that energy type. Further, energy damage of the chosen type dealt as part of weapon damage by an ally in the area ignores resistance equal to half the petitioner's petitioner level (rounded down).

Omamori: When placing the talisman, choose acid, cold, electricity, or fire. Weapons the subject wields deal an additional 1d4 points of damage of the chosen energy type. Further, weapon special abilities, spells, and abilities that deal damage of the chosen energy type enhancing weapons the subject wields (including the energy damage granted by this talisman itself) deal an additional point of damage of that energy type. Finally, energy damage of the chosen type dealt as part of weapon damage by the subject ignores resistance equal to the petitioner's petitioner level.

**Enmusubi**

Requires: Petitioner level 9th

Interpersonal relationships are one of the foundations of society, and assistance with said relationships is a hot ticket talisman.

O-fuda: Whenever a creature under the influence of a charm or compulsion effect attacks an ally within the area, the attacking creature may immediately make an additional saving throw against that charm or compulsion effect if that effect influenced or directed that attack. In other words, if the attacking creature would be hostile if it were not under the influence of that particular charm or compulsion effect, it is not entitled to the additional saving throw that this talisman grants. If this additional saving throw is successful, the charm or compulsion effect ends immediately.

Omamori: Whenever the subject is attacked by a creature under the influence of a charm or compulsion effect, the attacking creature may immediately make an additional saving throw against that charm or compulsion effect if that effect influenced or directed that attack. In other words, if the attacking creature would be hostile if it were not under the influence of that particular charm or compulsion effect, it is not entitled to the additional saving throw that this talisman grants. If this additional saving throw is successful, the charm or compulsion effect ends immediately and both subject and the attacking creature get a +2 morale bonus to attack and damage rolls for the remainder of the talisman's duration.

Fertility

Requires: Petitioner level 3rd

The talisman maker's three big sellers are health (to stay alive), prosperity (to enjoy being alive), and fertility (to make more life). The last of these tends to be sold at a reduced rate, if only because it'll more than pay for itself next generation.

O-fuda: none

Omamori: If a copy of this talisman is placed upon a pregnant creature that gives live birth daily for at least half the total term of her pregnancy, then the number of children born at the end of the pregnancy increases by +1.

Foresight

Requires: Petitioner level 3rd

Knowing what will be, even in a very imperfect manner, is very, very valuable.

O-fuda: All allies in the area at the time of placement gain a +4 insight bonus to their next attack roll. If the talisman expires or is destroyed, this bonus is lost.

Omamori: The subject gains a +10 insight bonus to its next attack roll. Once an attack is made, the effects of this talisman end immediately.

Fukashi

Requires: Petitioner level 5th

Fukashi, or "invisibility", is a potent aid for those whose lives depend on not drawing the attention of an upset oni.

O-fuda: All allies in the area become invisible, as the *invisibility* spell. If an ally attacks while in the area, he immediately becomes visible and cannot be made invisible again by this talisman.

Omamori: The subject becomes invisible, as the *invisibility* spell. Starting at 13th level, the subject instead becomes invisible as the *greater invisibility* spell, but the talisman takes 10 points of damage every time the subject attacks. This damage ignores hardness.

Gankake

Requires: Petitioner level 3rd

A very open-ended talisman, the gankake is a prayer focus that acts to focus spiritual energy where it is needed the most.

O-fuda: All allies in the area are healed for an additional 1d6 points of damage by friendly channeled energy effects. In addition, whenever an ally in the area is healed by a friendly channeled energy effect, he gets a +1 sacred bonus to attack rolls for 1d4 rounds.

Omamori: The subject is healed for an additional 2d6 points of damage by friendly channeled energy effects. In addition, whenever the subject is healed by a friendly channeled energy effect, he gets a +2 sacred bonus to attack rolls for 1d4 rounds.

**Ganko-sa**

Though stubbornness may seem to be a particularly odd thing to promote, and it is, an individual who is stubborn enough will simply refuse to lay down and die.

O-fuda: All allies in the area have a +2 resistance bonus to saving throws. This bonus increases by +1 for every six petitioner levels the petitioner possesses.

Omamori: The subject has a +2 resistance bonus to saving throws. This bonus increases by +1 for every four petitioner levels the petitioner possesses, to a maximum of a +5 resistance bonus to saving throws at 12th level. At 16th level, the subject also has a +1 morale bonus to saving throws.

Hishi

Requires: Petitioner level 3rd

Named after the water caltrop plant, the hishi talisman produces copies of a military weapon that looks like a plant that was named after that military weapon in the first place.

O-fuda: The area becomes covered in spiny metal objects resembling water caltrops. The water caltrops produced by this talisman follow the rules for caltrops, except that they ignore damage reduction, have a base attack bonus equal to half the petitioner's petitioner level (rounded down), and vanish when the talisman's duration expires.

Omamori: When this talisman is placed, a leaf-textured bag appears at the subject's hip. The subject also gains caltrop charges equal to half the petitioner's petitioner level, rounded down. As a standard action, the subject may spend any number of caltrop points. For each caltrop point the subject spends, he places water caltrops in an unoccupied square that he threatens or is adjacent to a square he threatens. Water caltrops cannot be placed in a square that already contains water caltrops. Water caltrops follow the rules for caltrops, except that they ignore damage reduction, have a base attack bonus equal to half the petitioner's petitioner level, rounded down, and vanish when the talisman's duration expires.

Kaiun

Requires: Petitioner level 9th

One of the most common talismans is one that simply grants good luck.

O-fuda: All allies in the area have a +1 luck bonus to AC, skill checks, and saves. This bonus does not stack with other luck bonuses.

Omamori: The subject has a +2 luck bonus to AC, skill checks, and saves. This bonus does not stack with other luck bonuses.

**Kami's Guidance**

Requires: Petitioner level 5th

Some talismans are not made for a specific purpose, but rather contain a very slight measure of a great kami's power. The top regional kami, the petitioner's personal favorite minor shrine kami, and Amaterasu herself are common choices.

O-fuda: Whenever an ally in the area fails an attack roll, it may draw upon the talisman as an immediate action. If it does, the ally gains a retroactive +1 luck bonus to the failed attack roll. If this would make the attack successful, then it is retroactively considered successful. Whenever a creature draws upon the talisman, the talisman takes damage equal to the drawing creature's Hit Dice. This damage ignores the talisman's base hardness, though effects that temporarily increase the talisman's hardness still apply.

Omamori: Whenever the subject makes an attack roll, but before the results of that attack roll are known, it may draw upon the talisman as an immediate action. If it does, the result shown on the die rolled increases by +1. For example, a roll of an 18 becomes a 19. This alteration can retroactively cause critical threats. Whenever a creature draws upon the talisman, the talisman takes damage equal to the drawing creature's Hit Dice. This damage ignores the talisman's base hardness, though effects that temporarily increase the talisman's hardness still apply.

Kami's Misdirection

Requires: Petitioner level 7th

Though many kami are perfectly willing to temporarily share their power with those who properly venerate them, their personalities shine through in whatever they do. In short, some kami are just smartasses.

O-fuda: Whenever an ally in the area would be hit by an enemy, that ally may draw upon the talisman as an immediate action. If it does, the ally gains a retroactive +1 luck bonus to AC. If this would make the attack unsuccessful, then it is retroactively considered unsuccessful. Whenever a creature draws upon the talisman, the talisman takes damage equal to the drawing creature's Hit Dice. This damage ignores the talisman's base hardness, though effects that temporarily increase the talisman's hardness still apply.

Omamori: Whenever an ally is attacked, but before the results of the attack roll are known, it may draw upon the talisman as an immediate action. If it does, the result shown on the die rolled decreases by -1. For example, a roll of an 18 becomes a 17. This alteration can retroactively stop critical threats and cause critical fumbles. Whenever a creature draws upon the talisman, the talisman takes damage equal to the drawing creature's Hit Dice. This damage ignores the talisman's base hardness, though effects that temporarily increase the talisman's hardness still apply.

**Katsuryoku**

Requires: Petitioner level 9th

Death comes to claim the weak, but passes by the strong. Death is patient, and does not struggle to pull a man down when it knows that man shall be its prey at a later date. Though inevitable, death's patience allows the end to be delayed by making an individual appear more vital than he actually is.

O-fuda: All allies in the area have a +4 insight bonus to saving throws against death effects.

Omamori: The subject has a +4 insight bonus to saving throws against death effects. In addition, whenever the subject would gain negative levels, he gains one fewer negative levels, to a minimum of 0.

Kenkoh

Requires: Petitioner level 11th

Talismans that help to ensure good health are popular with everyone from the layman to the aristocracy.

O-fuda: All allies in the area have a +2 insight bonus to saving throws against poison, disease, and curse effects.

Omamori: When this talisman is placed, choose poison, disease, or curse. The subject is immune to effects of the chosen type. This does not grant immunity to effects of the chosen type already ongoing when the talisman is applied.

Kibin

Requires: Petitioner level 5th

Those who are fast on their feet live to see the next combat. A talisman such as this helps to ensure that the onmyōji's charges are among the victors.

O-fuda: Allies that begin their turn in the area gain the benefits of the *haste* spell for 1 round.

Omamori: The subject gains the benefits of the *haste* spell.

Kubosa

Nearly everyone wants to be rich! Those who don't have taken vows, but if they hadn't, they, too, would want to be rich.

O-fuda: none

Omamori: The subject gains a competence bonus equal to the petitioner's petitioner level to Profession skill checks made to earn a living. The duration of this talisman's effect is 24 hours.

Michihiroki

Requires: Petitioner level 9th

Usually constructed to look like a compass, michihiroki can be equated to what they mimic by acting as a sort of divinatory compass, finding all of the best paths along the road of life.

O-fuda: none

Omamori: Whenever the subject makes an attack roll, skill check, or saving throw, he may choose to roll twice and take the best result. He must choose whether or not to roll twice before rolling. This talisman's effect ends immediately after being used once for every six petitioner levels the petitioner possesses.

Moeru Shita

Requires: Petitioner level 3rd

Literally "flaming tongue", this talisman allows those affected by it to expectorate a wide variety of weapons-grade materials. Obviously, such a talisman was invented for the adventuring profession and is almost never seen warding a home.

O-fuda: When placing this talisman, choose acid, cold, or fire. All allies in the area gain the ability to spit weaponized saliva of that energy type across the room as a standard action. Spitting is a ranged touch attack with a range of 60 feet that deals 1d8 + the petitioner's petitioner level points of damage of the chosen energy type on a successful hit.

Omamori: When placing this talisman, choose acid, cold, or fire. The subject gains the ability to spit weaponized saliva of that energy type across the room as a standard action. Spitting is a ranged touch attack with a range of 60 feet that deals 1d8 + the petitioner's petitioner level points of damage of the chosen energy type on a successful hit. In addition, on a successful hit, other creatures within 5 feet of the primary target take damage equal to half the petitioner's petitioner level, rounded down.

Nogitsune

Requires: Petitioner level 9th

While talismans are generally used for protection by sheer weight of tradition, all they really are is a focus charged with a spirit's power. What hard-and-fast rule is stopping them from being deleterious?

O-fuda: All weapon attacks made against creatures in the area are treated as though they were made with weapons possessing the *wounding* weapon special ability; however, the bleed damage only stacks to a maximum of one-third the petitioner's Wisdom modifier, rounded down (minimum 1).

Omamori: All weapon attacks made against the subject are treated as though they were made with weapons possessing the *wounding* weapon special ability; however, the bleed damage only stacks to a maximum of the petitioner's Wisdom modifier (minimum 1).



Penanggalan

Requires: Petitioner level 11th

Though the land of talismans' birth has no native vampires, the idea is quite easy to import. Once imported, it tends to latch on, pun intended.

O-fuda: At the beginning of the petitioner's turn, all creatures in the area take 1 point of damage, plus an additional point of damage for every four petitioner levels the petitioner possesses. This damage is totaled, then returned to the petitioner as temporary hit points. These temporary hit points persist for 1 round.

Omamori: At the beginning of the petitioner's turn, the subject takes 1 point of damage, plus an additional point of damage for every two petitioner levels the petitioner possesses. This damage is returned to the petitioner as temporary hit points. These temporary hit points persist for 1 round. If this damage reduces a creature to 0 or fewer hit points, or if the creature is already at 0 or fewer hit points before the damage is done, then the damage is returned to the petitioner as healing instead.

**Protection from Antipodes**

"Evil" really is a subjective concept. As society becomes more complicated, the various dichotomies by which "evil" can be defined expands, and the idea of a "yakuyoke", or avoidance of evil, talisman becomes harder to define.

O-fuda: Each ally in the area gains a +2 deflection bonus to AC against creatures whose alignment opposes the ally's alignment on one or more alignment axis. True neutral allies treat Lawful Good, Chaotic Good, Lawful Evil, and Chaotic Evil as opposed alignments. This deflection bonus to AC increases by +1 at 8th level and every five levels thereafter.

Omamori: The subject gains a +2 deflection bonus to AC and a +2 resistance bonus to saving throws against creatures whose alignment opposes the ally's alignment on one or more alignment axis. True neutral allies treat Lawful Good, Chaotic Good, Lawful Evil, and Chaotic Evil as opposed alignments. These bonuses increase by +1 at 8th level and every five levels thereafter.

Protection from Spirits

Requires: Petitioner level 3rd

One of the classic uses for o-fuda is keeping evil spirits out of the household. This is readily adapted by an adventuring onmyōji who has the gall to go seek out said spirits on their own turf.

O-fuda: All allies in the area have a +2 deflection bonus to AC against incorporeal creatures. In addition, non-magical weapons wielded by allies in the area are treated as magical weapons for the purpose of being able to damage incorporeal creatures. Starting at 11th level, all weapons wielded by allies in the area gain the *ghost touch* weapon special ability.

Omamori: The subject gains a +3 deflection bonus to AC against incorporeal creatures. In addition, weapons wielded by the subject gain the *ghost touch* weapon special ability. Starting at 11th level, incorporeal creatures can be critically hit by the subject and weapons wielded by the subject deal an additional 1d6 points of damage to incorporeal creatures. This additional damage is multiplied on a critical hit.

Rokuhisago

Literally "disease-free", this type of talisman does not make the recipient well. It prevents afflictions from ever starting.

O-fuda: Whenever a creature in the area fails a saving throw that would result in its becoming sickened, nauseated, poisoned, diseased, or paralyzed, it may roll again as an immediate action. If this would result in a successful saving throw, then it is retroactively considered to have been successful. Any other effects tied to the same saving throw, such as hit point damage, still treat the saving throw as though it were a failure. Whenever a creature draws upon the talisman, the talisman takes damage equal to the drawing creature's Hit Dice. This damage ignores the talisman's base hardness, though effects that temporarily increase the talisman's hardness still apply.

Omamori: Whenever the subject fails a saving throw that would result in its becoming blinded, deafened, sickened, nauseated, poisoned, or paralyzed, it may roll again as an immediate action. If this would result in a successful saving throw, then it is retroactively considered to have been successful. Any other effects tied to the same saving throw, such as hit point damage, still treat the saving throw as though it were a failure. Whenever a creature draws upon the talisman, the talisman takes damage equal to the drawing creature's Hit Dice. This damage ignores the talisman's base hardness, though effects that temporarily increase the talisman's hardness still apply.

**Sacrifice**

Requires: Petitioner level 3rd

The power of a talisman is somewhat dependent upon which gods are willing to answer the call. Some protect outright, while others merely give the tools to intercept pain.

O-fuda: none

Omamori: Whenever the subject of *sacrifice* becomes the target of a single-target spell, ability, or attack that deals hit point damage while within 30 feet of the individual who placed this talisman, the placer may intercept that attack as an immediate action. If the spell, ability, or attack successfully deals damage, all of it is dealt to the placer rather than its intended subject. After successfully intercepting damage once, the effects of this talisman end immediately.

Shiawase

Requires: Petitioner level 5th

Nearly all sapient creatures desire happiness, for a happy creature is usually a healthy creature. Accordingly, an enterprising onmyōji knows how to provide it.

O-fuda: All allies in the area who are not suffering from an ongoing fear effect have a +1 morale bonus to Strength. This bonus increases by +1 at 10th level and 17th level.

Omamori: If the subject is not suffering from an ongoing fear effect, it has a +2 morale bonus to Strength and Constitution. This bonus increases by +1 at 10th level and 17th level.

Spirit Amplifier

Requires: Petitioner level 3rd

Rather than protect, some talismans promote the efficacy of the spirits themselves.

O-fuda: Petitions that deal damage or heal damage deal or heal an additional point of damage for every three petitioner levels the petitioner possesses if the subject is in the area.

Omamori: Petitions that deal damage or heal damage deal or heal an additional point of damage to the subject for every two petitioner levels the petitioner possesses.

Spirit Promoter

Kami are drawn to certain special talismans in much the same way moths are drawn to a flame.

O-fuda: none

Omamori: The subject gains 1 temporary spirit point, but only if the subject has a spirit pool. As soon as this temporary spirit point is spent, the talisman's effect ends immediately. The temporary spirit point lasts for the duration of the talisman.

Sukēpugōto - Physical

Requires: Petitioner level 7th

Literally "scapegoat", some talismans exist to take the fall for its wearer.

O-fuda: Whenever a creature in the area takes slashing, piercing, or bludgeoning damage, half that damage is dealt to the talisman instead. This damage ignores the talisman's base hardness. All other effects, such as ability score damage, conditions, or even instant death, are unhindered by the presence of this talisman.

Omamori: Whenever the subject takes slashing, piercing, or bludgeoning damage, half that damage is dealt to the talisman instead. This damage ignores the talisman's base hardness. All other effects, such as ability score damage, conditions, or even instant death, are unhindered by the presence of this talisman.

**Sukēpugōto - Magical**

Requires: Petitioner level 15th

Literally "scapegoat", some talismans exist to take the fall for its wearer.

O-fuda: Whenever a creature in the area fails a saving throw against a spell, spell-like ability, or supernatural ability that deals hit point damage, that damage is dealt to the talisman instead. This damage ignores the talisman's base hardness. All other effects, such as ability score damage, conditions, or even instant death, are unhindered by the presence of this talisman. Any damage beyond that required to bring the talisman to 0 hit points is evenly split among the parties whose incoming damage was redirected to the talisman in the first place.

Omamori: Whenever the subject fails a saving throw against a spell, spell-like ability, or supernatural ability that deals hit point damage, that damage is dealt to the talisman instead. This damage ignores the talisman's base hardness. All other effects, such as ability score damage, conditions, or even instant death, are unhindered by the presence of this talisman. Any damage beyond that required to bring the talisman to 0 hit points is redirected to the subject.



Traffic Safety

Requires: Petitioner level 9th

Popular among city dwellers, a traffic safety talisman helps keep a workman alive should he be crushed underfoot. This readily extends to the adventuring life, as many creatures have "just sit on it" as a battle strategy.

O-fuda: All allies in the area have a +4 circumstance bonus to CMD against the overrun and bull rush combat maneuvers. In addition, all allies that begin their turn in the area gain 1d4 temporary hit points for every six petitioner levels the petitioner possesses. These temporary hit points last for 1 round.

Omamori: The subject has a +4 circumstance bonus to CMD against the overrun and bull rush combat maneuvers, and takes half damage from a successful overrun combat maneuver made to trample. In addition, the subject gains 1d4 temporary hit points for every six petitioner levels the petitioner possesses at the beginning of each of its turns. These temporary hit points last for 1 round.

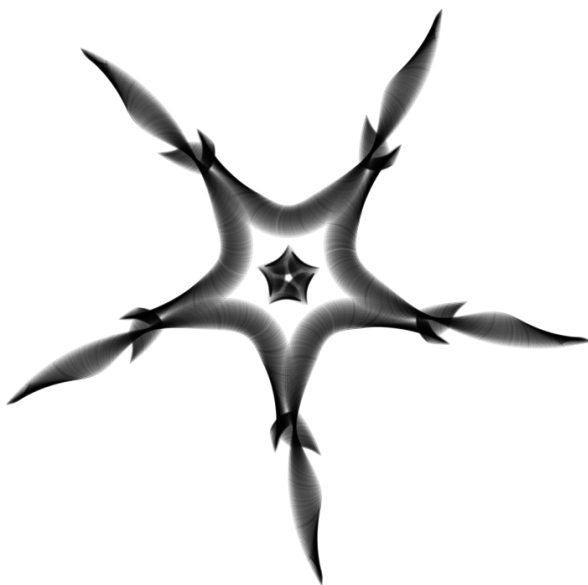
Vengeful Flames

Requires: Petitioner level 7th

Sometimes, a talisman of protection does not actively protect the wearer, but instead acts much in the same way as a monarch butterfly: those who attack it are so thoroughly displeased that they may not do so again.

O-fuda: Creatures that successfully make a melee attack against an ally in the area take 1 + one-half the petitioner's petitioner level points of fire damage, rounded down.

Omamori: Creatures that attack the subject in melee take 1d8 + one-half the petitioner's petitioner level points of fire damage, rounded down. This talisman is triggered whether or not the attack actually hits.

**Yakuyoke**

Requires: Petitioner level 5th

Yakuyoke omamori are specifically designed to avert the "mid-life crisis". They do this by making the body feel younger until the mind is too set in its ways to do anything about the physical sensations of encroaching age. When applied to the adventuring profession, they simply extend the range of ages at which an adventurer can be successful.

O-fuda: none

Omamori: The subject's ability score penalties due to age are as treated as though he were one age category younger than he actually is. For example, a middle-aged character receives the mental ability score bonuses for being middle-aged, but takes no penalty for being middle-aged. Similarly, a venerable character receives the mental ability score bonuses for being venerable, but takes physical ability score penalties as though he were merely of old age.

The duration of this talisman's effect is 24 hours.

**Yakuzaishi**

Requires: Petitioner level 5th

Literally "apothecary", yakuzaishi talismans are effectively prescriptions for medicine to be delivered by spirits.

O-fuda: An ally that begins its turn within the area is cured of 1 point of temporary ability damage dealt to one ability score of his choice.

Omamori: Each round at the beginning of its turn, the subject is cured of 1 point of temporary ability damage dealt to each of his ability scores.

Zone of Communion

Requires: Petitioner level 13th

Simply allowing a shikigami to touch the world as it did before it was bound extends its reach greatly. This talisman can provide.

O-fuda: Shikigami in the area may use the reach of the spirits spirit pool ability without paying its spirit point cost.

Omamori: none



The Poetry Book

Kireji List

Darou (Su)

Haiku Component: Kireji

Effect: If the attack associated with this kireji hits successfully, record the base weapon damage rolled. For the remainder of the orator's performance, or until he executes another kireji, all subsequent attacks that would deal the same amount of base weapon damage as the recorded result deal maximum base weapon damage instead.

Ji (Ex)

Haiku Component: Kireji

Effect: All movement performed by creatures hit by the attack associated with this kireji provoke attacks of opportunity from the orator until the beginning of his next turn, even if it would normally not provoke attacks of opportunity.

Kana (Su)

Haiku Component: Kireji

Requires: Warrior Poet 5

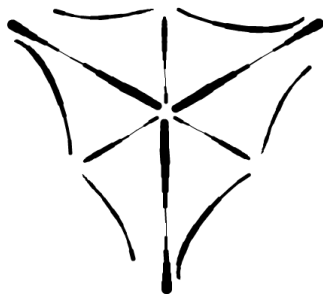
Effect: Creatures hit by the attack associated with this kireji have the magnitude of all morale bonuses and fear-based penalties affecting them reduced by -1, (minimum +0), for the remainder of the warrior poet's oration, or until he executes another kireji. Bonuses and penalties applied after the kireji attack are not affected by *kana*.

Keri (Su)

Haiku Component: Kireji

Requires: Warrior Poet 5

Effect: When executing this kireji, the orator deals 1 point of damage to each creature hit by one of his physical attacks for each successful attack he has made against that creature since he began orating the current subject. The type(s) of damage dealt is that of the weapon used.



Mogana (Su)

Haiku Component: Kireji

Requires: Warrior Poet 3

Effect: When executing this kireji, the orator gains a +2 enhancement bonus to a random ability score before making his attack roll.

(To determine a random ability score, roll 1d6. 1: Strength, 2: Dexterity, 3: Constitution, 4: Intelligence, 5: Wisdom, 6: Charisma.)

If the attack roll associated with the kireji hits, he adds the randomly-chosen ability score's modifier to the resulting damage roll, in place of any other ability modifier that would normally be added to it. The orator retains this enhancement bonus until he executes another kireji, or until he ceases orating, whichever comes first.

Starting at 7th level, the orator rolls twice and chooses either result to determine which random ability score is given an enhancement bonus. Starting at 13th level, *mogana* grants a +4 enhancement bonus rather than a +2 enhancement bonus.

Nikeri (Su)

Haiku Component: Kireji

Effect: Do not roll the base damage for the attack associated with this kireji. Instead, the base damage of the attack is equal to the base damage of the most recent attack made with the same weapon since the oration began. If no attack has been made with this weapon since the oration began, then the base damage of the attack associated with the kireji is 0.

Nu (Ex)

Haiku Component: Kireji

Requires: Warrior Poet 9

Effect: If a creature hit by the attack associated with this kireji would be reduced to 0 or fewer hit points and be rendered unconscious, it dies or is destroyed instantly.

Ramu (Ex)

Haiku Component: Kireji

Effect: When executing this kireji, guess whether the damage dealt by the associated attack, if it hits, will be odd or even. If the warrior poet is correct, he deals an additional +2d6 points of damage with that attack, increasing to +3d6 points of damage at 7th level and +4d6 points of damage at 13th level. This damage is not multiplied on a critical hit.

Shi (Su)

Haiku Component: Kireji

Requires: Warrior Poet 9

Effect: Until the warrior poet ceases to orate or executes another kireji, his base weapon damage increases by +1d2.

Tsu (Ex)

Haiku Component: Kireji

Effect: Creatures hit by the attack associated with this kireji cannot make attacks of opportunity upon the warrior poet if he moves out of the square he is currently occupying this round. Subsequent movement can provoke attacks of opportunity, as normal.

Ya (Su)

Haiku Component: Kireji

Effect: The attack associated with this kireji gains the benefits of the *ghost touch* weapon special ability. Starting at 7th level, the attack also deals an additional +1d8 points of damage to undead creatures on a successful hit, increasing to +2d8 points of damage at 13th level.

Yo (Su)

Haiku Component: Kireji

Effect: The attack associated with this kireji gains the benefits of the warrior poet's choice of the *merciful* or *vicious* weapon special abilities. Starting at 7th level, the warrior poet gains 1d4+1 temporary hit points that last for 1 round if he chose *merciful*, or deals an additional +1d4 points of damage on a successful hit if he chose *vicious*, increasing to 2d4+2 temporary hit points or +2d4 points of damage, respectively, at 13th level.

Zo (Ex)

Haiku Component: Kireji

Effect: If the attack associated with the kireji is a successful hit, then roll the weapon's base damage twice and take the better result. Weapon special abilities and other features that add additional damage dice are not rolled twice. In addition, once over the course of his oration, and before he executes another kireji, the warrior poet may grant this same ability to another of his attacks. He must declare he is using *zo* before he rolls damage.

Starting at 13th level, if the base damage of the weapon used is multiple dice, then the warrior poet may combine individual dice from either roll to make the roll he keeps. For example, a Medium creature using a greatsword rolls 2d6 for base damage. If he rolls a "1" and a "6" for his first roll, and a "2" and a "4" for his second roll, he may combine the "6" from the first roll and the "4" from the second roll, for a total of 10. If a base damage roll uses dice of differing size, such as a d6 and a d4, then a d6 roll and a d4 roll must be the dice chosen (not two d6 rolls or two d4 rolls).

Zu (Ex)

Haiku Component: Kireji

Effect: Creatures hit by the attack associated with this kireji take a -5-foot penalty to all forms of movement (minimum 5 feet) for 1 round, increasing to a duration of 2 rounds at 7th level and a -10-foot penalty at 13th level.

Haiku Topics Summary

No Prerequisites

Coldsnap - Deal 1d6 points of cold damage for each round the current haiku was orated before a kireji or outright cessation. Fortitude halves.

Deer and Hunter - Gain a +1 luck bonus to Reflex saves.

Dew in the Dawn Sun - Gain fast healing 1.

Dogged Boar's Stand - Gain a +1 luck bonus to Fortitude saves.

Feline Proclivities - At initial oration or kireji, choose a creature within 30 feet. That creature falls prone if it critically fails a saving throw.

Glorious Dawn - At initial oration or kireji, heal 2 points of damage.

Hare's Paranoia - Gain a +10-foot enhancement bonus to base land speed.

Howling in the Woods - Each round, deafen a creature within 30 feet for 1 round with a Fortitude save to negate.

Kitsune Tricks - Gain a +1 luck bonus to Will saves.

My Grandmother's Sow - At initial oration or kireji, produce a 10-foot burst of *grease* that remains for the duration of the performance.

Plumes of Ash - At initial oration or kireji, dazzle all other creatures within 10 feet for 1d4 rounds.

Reeds in the Swamp - At initial oration or kireji, produce a 10-foot burst of reeds that remains for the duration of the performance and counts as difficult terrain.

Scour the Earth - Choose an energy type and gain resistance 2 against it.

Suplexing a Deer - Gain +1 to CMB.

That Weed That Just Won't Go Away - Heal 2 points of damage for each round the current haiku was orated before a kireji or outright cessation.

The Badger, Unbowed - Gain the benefits of the Diehard feat.

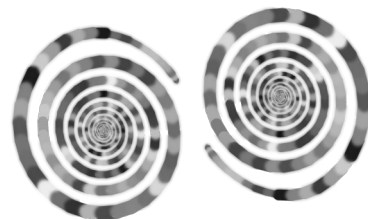
The Mantis Strikes - Gain a +1 morale bonus to damage rolls.

The Mountain's Bulk - Gain DR 1/-.

The Mountain's Face - At initial oration or kireji, gain temporary hit points equal to Wisdom modifier, which persist for the duration of the performance, or until another kireji.

Thunderclap - Deal 1d6 points of electricity damage for each round the current haiku was orated before a kireji or outright cessation. Reflex halves.

Wildfire - Deal 1d6 points of fire damage for each round the current haiku was orated before a kireji or outright cessation. Reflex halves.





Level 3

A Kitsune's Ventriloquism - A creature within 30 feet gains the benefits of all other topics that would target the orator.

Gnashing Teeth - Each round, choose an empty square. For 1 round, treat it as though it had a threatening creature in it for the purpose of enabling flanking.

Involute - The subject's other damaging topics deal +1 damage per damage die.

Leaping Frog - Gain the ability to move 10 feet in a straight line as a swift action, ignoring attacks of opportunity.

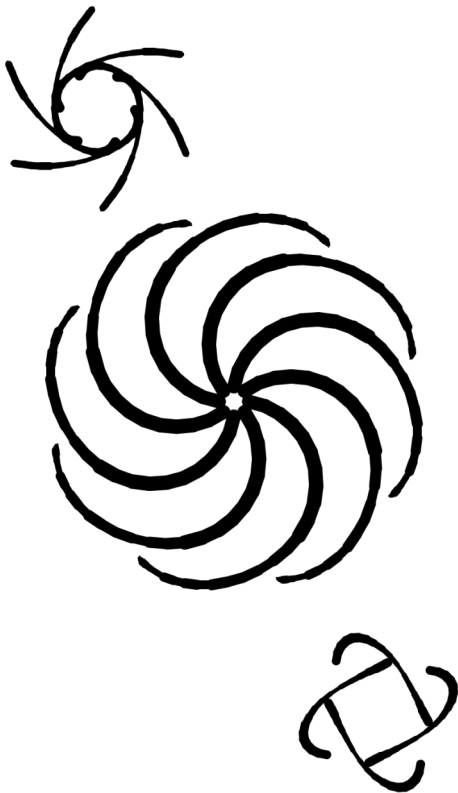
Rocks to Dust - Gain a time counter each round, then expend them all when executing the kireji to deal +2 damage with it for each one expended.

Salmon on Migration - The orator may reroll a Strength-based, Dexterity-based, or Constitution-based skill check as an immediate action.

Summer's Heat - At initial oration or kireji, choose a creature within 30 feet. Each round, it takes 1d3 points of fire damage and all of the orator's attacks deal an additional point of fire damage. Fortitude negates the periodic damage.

Tenjin's Favorite Plum Tree - The orator may reroll an Intelligence-based, Wisdom-based, or Charisma-based skill check as an immediate action.

Winter's Coming - At initial oration or kireji, choose a creature within 30 feet. Each round, it takes 1d3 points of cold damage and all of the orator's attacks deal an additional point of cold damage. Fortitude negates the periodic damage.



Level 6

Fear of a Charging Boar - At initial oration or kireji, produce a 10-foot burst of energy that remains for the duration of the performance, shaking those that begin their turn in it or enter it for 1 round. Will negates.

Lava Along a Mountain's Face - At initial oration or kireji, produce a 10-foot burst of lava that remains for the duration of the performance, dealing 1d6 points of fire damage to those that begin their turn in it or enter it.

Ore to Steel - When rolling maximum damage, minimum damage, or three-of-a-kind on damage dice with a weapon, a spectral weapon also attacks the creature struck, dealing force damage equal to the weapon's base damage.

Rabbit's Sprint - When missed, gain a +1 luck bonus to AC until the beginning of next turn, or until damaged (max +3).

Ripples on the Water - At initial oration or kireji, choose a willing creature within 30 feet. All topics that affect the orator also affect the subject for 1 round.

Screams on the Wind - The subject's other topics deal maximum damage.

Stress - Before beginning his performance, the orator may give himself a +2 bonus to initiative, but only if he commits to orating a subject with this topic in the first round of combat.

That Inexplicable Patch of Ice - At initial oration or kireji, produce a 10-foot burst patch of ice that remains for the duration of the performance, dealing 1d6 points of cold damage to those that begin their turn in it or enter it.

The Way in Which Everything is Scariest at Night - The subject's other topics have a +15-ft. bonus to range, a +5-ft. bonus to their radius, and a +1 bonus to their DC.

Waves on the Shore - At initial oration or kireji, choose creature within 30 feet. All topics that affect something other than the orator also affect the subject for 1 round.

Level 9

Eternal Cycles - At cessation or kireji, if the haiku was orated for three or more rounds, it regains 1 round of its daily duration.

Inevitability - The subject's other topics ignore energy resistance.

Noonday - Ignore concealment, and treat total concealment as merely concealment.

Level 12

Echoes in the Hills - At cessation, all other topics continue for 1 round, or until a new haiku starts.

Oddball Prerequisites

The Lone Wolf - Requires a teamwork feat. At the beginning of each turn, choose a creature within 30 feet. On a failed Will save, it cannot use teamwork feats for 1 round.

Haiku Topics List

A Kitsune's Ventriloquism

Haiku Component: Topic

On Cost: 0

Requires: Stealth 3 ranks

Effect: At the beginning of each of the orator's turns, he must target another creature within 30 feet. All other topics of this subject that would normally target the orator target the chosen creature instead for 1 round. If there are no other creatures within 30 feet, then all topics that would normally target the orator have no effect this round.

Special: When adding this topic to a subject, the orator may set its On cost to 1. If he does, then he may choose not to target another creature within 30 feet each round. If he does not, then all topics that would normally target him function as normal this round.

**Coldsnap (Su)**

Haiku Component: Topic

On Cost: 1

Effect: Whenever the orator ceases to orate a subject with this topic because he executed a kireji and switched to the other subject, he deals 1d6 points of cold damage to a creature within 30 feet for each round he orated the subject containing this topic (max 2d6 per orator level). A successful Fortitude save halves the damage.

Deer and Hunter (Ex)

Haiku Component: Topic

On Cost: 1

Effect: The orator gains a +1 luck bonus to Reflex saving throws.

Dew in the Dawn Sun (Su)

Haiku Component: Topic

On Cost: 1

Effect: The orator gains fast healing 1.

Special: This topic can be taken multiple times. Each time, the fast healing granted increases by +1.

Dogged Boar's Stand (Ex)

Haiku Component: Topic

On Cost: 1

Effect: The orator gains a +1 luck bonus to Fortitude saving throws.

Echoes in the Hills (Su)

Haiku Component: Topic

On Cost: 1

Requires: Warrior Poet 12

Effect: Whenever the orator ceases to orate, but not when he executes a kireji, the effects of the other topics in this subject continue for 1 additional round before their effects dissipate. If the orator begins to orate a new haiku, this effect ends immediately.

Clarification: If paired with other topics that have effects upon cessation, this means these other topics trigger upon cessation as normal, and then if this "echo" is allowed to run for a full round and then end on its own, they will trigger again as though they had been orated for 1 round.

Eternal Cycles (Su)

Haiku: Topic

On Cost: 1

Requires: Warrior Poet 9

Effect: Whenever the orator ceases to orate, or when he executes a kireji, if he orated the to-be-ended subject for at least 3 rounds before ending it, then the haiku containing that subject regains 1 round of its daily duration.

Fear of a Charging Boar (Su)

Haiku Component: Topic

On Cost: 1

Requires: Warrior Poet 6

Effect: Whenever the orator begins to orate, or when he executes a kireji, he produces a 10-foot burst of frightful energy centered within 30 feet of his person. Creatures that begin their turn in or enter this energy are shaken for 1 round with a Will save to negate. The frightful energy remains until the orator ceases to orate, or until he executes a kireji.

Feline Proclivities (Su)

Haiku Component: Topic

On Cost: 1

Effect: Whenever the orator begins to orate, or when he executes a kireji, choose a creature within 30 feet. Until the orate ceases to orate, or until he executes a kireji, that creature falls prone whenever it critically fails a saving throw, if standing.

Glorious Dawn (Su)

Haiku Component: Topic

On Cost: 1

Effect: Whenever the orator begins to orate, or when he executes a kireji, he is healed of 2 points of damage.

**Gnashing Teeth (Su)**

Haiku Component: Topic

On Cost: 2

Requires: Bluff 3 ranks

Effect: At the beginning of each of the orator's turns, choose an unoccupied square adjacent to a creature within 30 feet. Until the beginning of the orator's next turn, this square is considered to be occupied by a threatening creature for the purpose of allowing flanking strikes.

Hare's Paranoia (Su)

Haiku Component: Topic

On Cost: 1

Effect: The orator's base land speed is increased by +10 feet. This is an enhancement bonus.

Howling in the Woods (Su)

Haiku Component: Topic

On Cost: 1

Effect: At the beginning of each of the orator's turns, choose a creature within 30 feet. The subject is deafened for 1 round with a Fortitude save to negate.

Inevitability (Su)

Haiku Component: Topic

On Cost: 1

Requires: Knowledge (nature) or Spellcraft 9 ranks

Effect: The subject's other topics ignore energy resistance, but not immunity.

Inviolate (Su)

Haiku Component: Topic

On Cost: 1

Requires: Warrior Poet 3

Effect: The subject's other topics that deal damage deal an additional point of damage per damage die.

Kitsune's Tricks (Ex)

Haiku Component: Topic

On Cost: 1

Effect: The orator gains a +1 luck bonus to Will saving throws.

Lava Along a Mountain's Face (Su)

Haiku Component: Topic

On Cost: 1

Requires: Warrior Poet 6

Effect: Whenever the orator begins to orate, or when he executes a kireji, he produces a 10-foot burst of hot, liquid magma centered within 30 feet of his person. Creatures that enter the floe or begin their turn in it take 1d6 points of fire damage. This floe remains until the orator ceases to orate, or until he executes a kireji.

Leaping Frog (Ex)

Haiku Component: Topic

On Cost: 1

Requires: Warrior Poet 3

Effect: The orator may move 10 feet in a straight line as a swift action each round. This movement does not provoke attacks of opportunity.

My Faithful Hound (Ex)

Haiku Component: Topic

On Cost: 1

Effect: The orator has a +4 morale bonus to saving throws against fear effects.

My Grandmother's Sow (Su)

Haiku Component: Topic

On Cost: 1

Effect: Whenever the orator begins to orate, or when he executes a kireji, he produces a 10-foot burst of slippery goo centered within 30 feet of his person, as the grease spell. This grease remains until the orator ceases to orate, or until he executes a kireji.

Noonday (Su)

Haiku Component: Topic

On Cost: 2

Requires: Perception 9 ranks

Effect: The orator's attacks ignore non-total concealment, and treat total concealment as though it were merely concealment.

Ore to Steel (Su)

Haiku Component: Topic

On Cost: 2

Requires: Craft (any) 6 ranks

Effect: A spectral copy of any weapon the orator is currently wielding appears above his head. Whenever the orator rolls maximum damage, minimum damage, or has three or more of the damage dice show the same number on the base damage dice for one of his wielded weapons, the spectral copy lashes out upon the creature struck by that attack, automatically hitting and dealing force damage equal to the weapon's base damage dice.

Plumes of Ash (Su)

Haiku Component: Topic

On Cost: 1

Effect: Whenever the orator begins to orate, or when he executes a kireji, other creatures within 10 feet are dazzled for 1d4 rounds. Creatures that are immune to fire or have no sense of sight are immune to this topic.



Rabbit's Sprint (Su)

Haiku Component: Topic

On Cost: 2

Requires: Warrior Poet 6

Effect: Whenever the orator is missed by an attack, he gains a +1 luck bonus to AC until the beginning of his next turn (max +3), or until he is successfully damaged, whichever comes first.

Ripples on the Water (Su)

Haiku Component: Topic

On Cost: 1

Requires: Warrior Poet 6

Effect: Whenever the orator begins to orate, or when he executes a kireji, he may choose a willing creature within 30 feet. If he does, all other effects of his topic that affect himself also affect the chosen creature for 1 round, or until he executes another kireji.

Reeds in the Swamp (Su)

Haiku Component: Topic

On Cost: 1

Effect: Whenever the orator begins to orate, or when he executes a kireji, he produces a 10-foot burst of tangled reeds slippery goo centered within 30 feet of his person. Treat these reeds as difficult terrain. The reeds remain until the orator ceases to orate, or until he executes a kireji.

Rocks to Dust (Ex)

Haiku Component: Topic

On Cost: 1

Requires: Warrior Poet 3

Effect: At the beginning of each of the orator's turns, he gains a time counter. When he executes a kireji, he expends all of his time counters, causing the attack associated with that kireji, if successful, to deal an additional +2 points of damage for each time counter expended. All remaining time counters are lost when the orator ceases to orate.

Salmon on Migration (Ex)

Haiku Component: Topic

On Cost: 1

Requires: 3 ranks in a Strength-based skill,
3 ranks in a Dexterity-based skill,
3 ranks in a Constitution-based skill

Effect: Once over the course of his performance, the orator may reroll a Strength-based, Dexterity-based, or Constitution-based skill check as an immediate action, but only before the results of that roll are known.

Screams on the Wind (Su)

Haiku Component: Topic

On Cost: 2

Requires: Warrior Poet 6

Effect: All damage dealt by this subject's other topics is maximized.

Scour the Earth (Su)

Haiku Component: Topic

On Cost: 1

Effect: When composing a haiku with this topic, choose acid, cold, electricity, fire, or sonic. The orator gains resistance 2 against the chosen energy type.

Special: This topic can be taken multiple times. Each time, the resistance granted increases by +2.

Stress (Ex)

Haiku Component: Topic

On Cost: 1

Requires: Warrior Poet 6

Effect: If the warrior poet has a haiku containing this topic with daily duration remaining, he may grant himself a +2 bonus to any initiative roll he is called upon to make; however, if he does so, he must begin to orate a haiku containing this topic in the first round of combat, if possible. Further, when choosing which of the haiku's two subjects to orate first, he must select the subject containing this topic.

Summer's Heat (Su)

Haiku Component: Topic

On Cost: 2

Requires: Warrior Poet 3

Effect: Whenever the orator begins to orate, or when he executes a kireji, he chooses a creature within 30 feet. That creature takes 1d3 points of fire damage at the beginning of each of its turns, and all of the orator's attacks deal an additional point of fire damage to the subject. This effect persists for the duration of the orator's performance, or until he executes a kireji.

Suplexing a Deer (Ex)

Haiku Component: Topic

On Cost: 1

Effect: The orator gains a +1 morale bonus to CMB.

Special: This topic can be taken multiple times. Each time, the morale bonus granted increases by +1.

Tenjin's Favorite Plum Tree (Ex)

Haiku Component: Topic

On Cost: 1

Requires: 3 ranks in an Intelligence-based skill,
3 ranks in a Wisdom-based skill,
3 ranks in a Charisma-based skill

Effect: Once over the course of his performance, the orator may reroll an Intelligence-based, Wisdom-based, or Charisma-based skill check as an immediate action, but only before the results of that roll are known.

**That Inexplicable Patch of Ice (Su)**

Haiku Component: Topic

On Cost: 1

Requires: Warrior Poet 6

Effect: Whenever the orator begins to orate, or when he executes a kireji, he produces a 10-foot burst of supernaturally-cold ice centered within 30 feet of his person. Creatures that enter the patch of ice or begin their turn in it take 1d6 points of cold damage. This ice remains until the orator ceases to orate, or until he executes a kireji.

That Weed That Just Won't Go Away (Su)

Haiku Component: Topic

On Cost: 1

Effect: Whenever the orator ceases to orate a subject with this topic because he executed a kireji and switched to the other subject, he regains 2 hit points for each round he orated the subject containing this topic.

The Badger, Unbowed (Ex)

Haiku Component: Topic

On Cost: 1

Effect: The orator gains the benefits of the Diehard feat.

The Lone Wolf (Ex)

Haiku Component: Topic

On Cost: 1

Requires: Any teamwork feat

Effect: At the beginning of each of the orator's turns, he chooses a creature within 30 feet. On a failed Will save, the target creature cannot use or participate in teamwork feats for 1 round.

The Mantis Hunts (Su)

Haiku Component: Topic

On Cost: 1

Effect: The orator has a +1 morale bonus to his attack rolls.

Special: This topic can be taken multiple times. Each time, the morale bonus granted increases by +1.

The Mantis Strikes (Su)

Haiku Component: Topic

On Cost: 1

Effect: The orator has a +1 morale bonus to his damage rolls.

Special: This topic can be taken multiple times. Each time, the morale bonus granted increases by +1.

The Mountain's Bulk (Ex)

Haiku Component: Topic

On Cost: 1

Required: Toughness

Effect: The orator has DR 1/-.

The Mountain's Face (Su)

Haiku Component: Topic

On Cost: 1

Effect: Whenever the orator begins to orate, or when he executes a kireji, he gains temporary hit points equal to his Wisdom modifier. These temporary hit points persist for the duration of his performance, or until he executes another kireji.

The Way in Which Everything is Scariest at Night (Su)

Haiku Component: Topic

On Cost: 1

Requires: Intimidate 6 ranks

Effect: All other topics of the subject containing this topic have their range increased by +15 feet, gain a +1 bonus to the Difficulty Class of any saving throws they call for, and have the radius of any effects they produce increased by +5 feet.

Thunderclap (Su)

Haiku Component: Topic

On Cost: 1

Effect: Whenever the orator ceases to orate a subject with this topic because he executed a kireji and switched to the other subject, he deals 1d6 points of electricity damage to a creature within 30 feet for each round he orated the subject containing this topic (max 2d6 per orator level). A successful Reflex save halves.

Waves on the Shore (Su)

Haiku Component: Topic

On Cost: 1

Requires: Warrior Poet 6

Effect: Whenever the orator begins to orate, or when he executes a kireji, he may choose a creature within 30 feet. If he does, all other effects of his topic that affect a creature other than himself also affect the chosen creature for 1 round, or until he executes another kireji.

Wildfire (Su)

Haiku Component: Topic

On Cost: 1

Effect: Whenever the orator ceases to orate a subject with this topic because he executed a kireji and switched to the other subject, he deals 1d6 points of fire damage to a creature within 30 feet for each round he orated the subject containing this topic (max 2d6 per orator level). A successful Reflex save halves the damage.

Winter's Coming (Su)

Haiku Component: Topic

On Cost: 2

Requires: Warrior Poet 3

Effect: Whenever the orator begins to orate, or when he executes a kireji, he chooses a creature within 30 feet. That creature takes 1d3 points of cold damage at the beginning of each of its turns with a Fortitude save to negate, and all of the orator's attacks deal an additional point of cold damage to the subject.



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Wilderness © 2017, Paizo Inc.; Authors: Alexander Augunas, John Bennett, Robert Brookes, John Compton, Dan Dillon, Steven T. Helt, Thurston Hillman, Eric Hindley, Mikko Kallio, Jason Keeley, Isabelle Lee, Jason Nelson, Stephen Radney-MacFarland, Alex Riggs, David N. Ross, David Schwartz, Mark Seifter, Jeffery Swank, and Linda Zayas-Palmer.

Ultimate Onmyodo, Copyright 2018, Interjection Games, LLC; Author: Bradley Crouch.

[End of License]

Notice of Open Game Content: This product contains Open Game Content as defined in the Open Game License, above. Open Game Content may only be used under and in terms of the Open Game License.

Designation of Open Game Content: The statistical information and general descriptions of creatures, abilities, traps, and other related facets of those elements within this document are Open Game Content as described in the Open Game License and may be used as Open Game Content.

Product Identity is not available for Use or reuse without the express written consent of Bradley Arthur Crouch of Interjection Games.

Designation of Product Identity: Product Identity in this product includes the following terms; Interjection Games, the Interjection Games logo.

This document is copyright Bradley Arthur Crouch of Interjection Games, 2018. It is intended for personal use and may not be redistributed or reproduced without express written consent of Bradley Arthur Crouch of Interjection Games.